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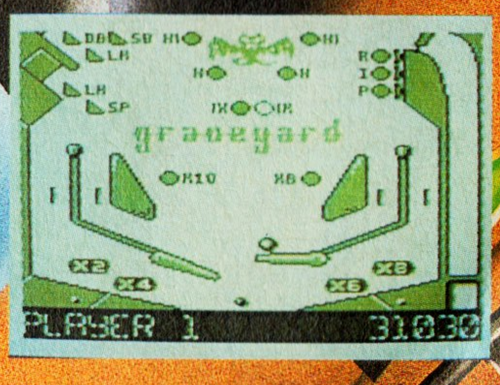

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WELCOME TO

NMS

NBA JAM - SUPER NES SCOOP OF THE YEAR! (Until we get the next one!)

YOUR WAIT IS OVER. NMS IS HERE!
It's been a month since your last helping of the world's greatest Nintendo magazine, but somehow you got through the agony. Now the reward is in your hands, and are you in for a treat or what? Incredible as it may sound, we would now like you to put down this magazine. That's right, put it down and pick up the **FREE NMS SPORTS** supplement gracing this issue, complete with our **WORLD EXCLUSIVE REVIEW** of the awesome **NBA JAM**. It's the greatest sports game ever to grace the Super NES, scoring a whopping 93% in the notoriously stringent NMS rating system. If that's not enough, **NHL '94** and **JOHN MADDEN '94** are reviewed in the same supplement, making it this the essential white hot guide for sports fans everywhere.

Not content with bringing you the **EXCLUSIVE OF THE YEAR**, check out our **EXCLUSIVE PREVIEW** of **GOEMAN 2**, which kicks off on page 108. If that's not enough, we've got exclusive previews of **LETHAL ENFORCERS, LEMMINGS 2 and SPECTRE** with which to tempt you.

If that's all too much, tough - because we're piling on the goodies in the shape of essential NMS reviews including **FATAL FURY 2, EQUINOX, POPULOUS 2, MEGA-LO-MANIA, NBA SHOWDOWN** - the list goes on and on. Basically we've surpassed ourselves yet again and just count yourself lucky that you're smart enough to be in the right place at the right time: right here, right now, reading NMS. Enjoy yourselves!

NINTENDO MAGAZINE SYSTEM

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NMS SPORTS

NBA JAM - SCOOP REVIEW!

NMS are proud to present the sporting coup of the century - the NMS WORLD EXCLUSIVE Review of the superb NBA Jam. It's given the most thorough review treatment in the NMS Sports Special given away FREE with this issue. If you thought basketball games were boring - we did - Acclaim have converted the Number One arcader in stunning style. And we've reviewed it - in stunning style. In fact... WE'RE ON FIRE!

World Exclusive®

NBA JAM

NEWS

SAMURAI SHODOWN - EXCLUSIVE NEWS!

Not content with the Fatal Fury 2 Review, NMS has to go one better - to bring you the shock news that one of the greatest games in the history of mankind is coming to Super NES. It's so exciting I can feel something shifting, so turn to the News before I, before I, I...too late!

NetRaise

ISSUE 17
FEB 1994

FATAL FURY 2

PAGE 80

FATAL FURY 2

You've been waiting for this - and it's been worth it. Takara deliver one of the greatest fighting games yet seen, and we're there to scoop up the cart for the full NMS Review. It's everything you need to know, and it starts on page 40. Come and have a go, etc etc.

PAGE 108

Goeman 2

WIN A SONY VIDEO!

Psst. Imagineer have given us a top-of-the range Sony video to give away in another awesome NMS competition. The fun starts on page 22. Don't tell anyone else or they might win it instead!

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WHODUNNIT

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Subliminal, eh?

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NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER NES and NINTENDO SUPER SCOPE are trademarks of Nintendo Co. Ltd. Don't get me wrong, Cill - I think you're OK. It's just that show. It's cack. I know they pay you lots of money and everything, but do you really have to do it?

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COMPETITION RULES
EMAP Images and Nintendo employees and their immediate family aren't allowed to enter any NMS competitions. The editor's decision is final and there will be no cash alternative to the prize on offer. If you want some advice, get rid of that Our Graham bloke. He sounds like a right plonker. And you know that little courtsey you do at the start of the show when the music goes da-da-dada-da-boomp? Drop it.

FINAL BIT
In the Nintendo people system opposite, one of the claims made is actually a complete and massive LIE. Can you spot which one it is? If you're the first person to work out which one, you'll win the game of your choice. Mark your envelope YOU RUDDY LIARS! and wang it off to the usual address. Hint: the Gary Harrod one is true...

EDITO

CRYPTIC CENTRAL...

WELCOME to 1994! Alright, it's a bit late but this is your first taste of NMS for the New Year so naturally the rest of the last two or three weeks don't count for much. As I write this the games industry is buzzing with speculation about the year ahead, particularly for Nintendo. Right now people are asking whether the Super Nintendo will take us through to '95 and the planned launch of Project Reality, or whether the Big N has some special plan up its sleeve. What I do know is this: at the time of going to press, the word on the grapevine is that Nintendo Japan have a BIG announcement to make at the Consumer Electronics Show in Las Vegas. Further details on this are non existent as I write, but office speculation has been rife and if we're right then this is going to be Nintendo's biggest ever year! Well, where would the games world be without a bit of rumour here and there? Sorry to sound so cryptic, but rumours are flying around at the moment and it's entirely possible that none of them are true. Anyway, back to definites - and we think this is probably the best issue of NMS yet created. If you haven't checked out our NBA Jam Superscoop then I'd suggest you do so right now - because it's the greatest console sports game we've ever played. If the Super NES continues to support software of this calibre, the machine will probably keep going for another decade! Look out for more NMS Superscoops soon, because we're planning loads. In the meantime - enjoy yourselves!

TIM BOONE

PS Paul Burrow did this ace pic:

THANKYOU AND ALL THAT

Well, here it is. Or not as the case may be. A final little note (C sharp) to say fare ye well to all and sundry because I'm moving to Los Angeles in a couple of weeks' time. But wait! Staunch those tears of joy/anguish (delete as applicable), 'cos I'll be writing a regular monthly column from LA to keep everybody informed of the very hottest gossip from the US of A, as well as anything else which is amusing or fun. Before I go I thankyou to everyone who's worked really miss you all. Especially you, sca about me when it's raining. 'Cos the s shines in LA...
So long and thanks for all the fish.

Jaz.

ORIAL

GRUESOME GARDEN OF THE YEAR!

Take a look out of the back window. Is it a winter wasteland, with only doggy doo and a rusted old bike to brighten up your life? We're looking for the shabbiest garden in great Britain, and you could humiliate your entire family by sending us a photo.

RATINGS GUIDE

96-100 Gor blimey, guvnor! NMS Platinum games are the most well pucker of the slow wood rot and the Bow Bells of brilliance!

91-95 NMS Gold. Gawd strike a light and blow me sideways if these ain't the best games abaat! If any game gets a Seal, don't hold the folding - get out down the Old Kent Road and buy it now! ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS-RECOMMENDED AND ABSOLUTE MUST BUYS.

86-90 NMS Silver. Almost as good as a day daan the dogs, me old Chinas. Almost good enough to be among the greats, with just a few niggles to steal their thunder.

80-85 Wikkid or what? Naa, stop muckin' abaat. These games are well tasty, but they're missing tht Great Game Ingredient X.

70-79 Apples and pears up me old kit bag, these ain't 'alf bad and if you're a fan of the type you'll have a bit of a laugh.

60-69 'Ere? Whappened? Somefin' went a bit wrong. Honest, guv, we'd be takin' bread from our children's maavs if we gave it any more.

50-59 Are you havin' a poke? Who you fink I am - Jeremy Beadle? You're 'avvin' a joke, mate. Gerroutovit, guvnor. You fink I've been on Blind Date or somefin'?

40-49 Aargh! Do me a favour, squire. You're takin' me round the 'ouses, 'int ya? My dad's a cab driver. 'E'll ave you...

30-39 GAMES SCORING BELOW FORTY PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK IN BADNESS
30-39: AAARGH! You reckon I'm a welder or what? I wouldn't pay 'alf a sov for that load of Tom Tit. This game's so cack I wouldn't even give it to my little bruvva. You wanna make somefin' of it?

20-29 AAAAAARGH! It's all over! The world's run out of Rosie Lee and there's not a jellied eel to be found. It's a disaster! Help! Help! I'm running out of jolly old Cockney banter!

0-19 0-19: AAAAAAAAAAAARRRRRRGGGHHHHH! Now we know how the victims of the Spanish Inquisition must have felt. I would rather BE Mr Blobby than play this game...

JAZ

d like to say
ith me - I'll
recrow. Think
un always

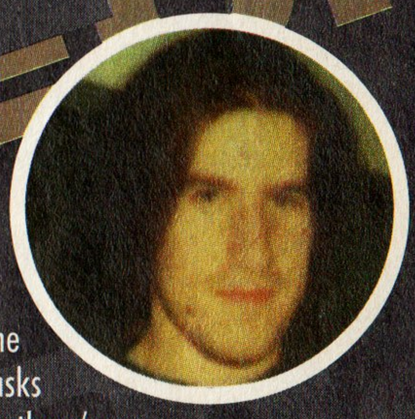
NINTENDO PEOPLE SYSTEM

WE HATE IT WHEN...

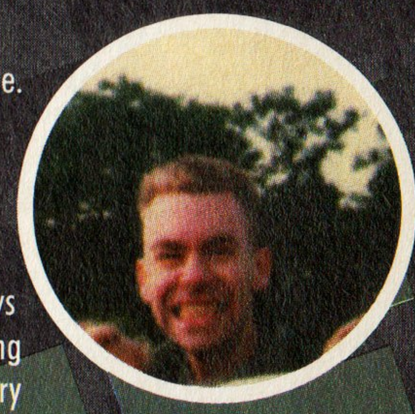
TIM BOONE
...asks, nay insists, to borrow a fiver so he can go out for a luxurious chippy meal - leaving the rest of us to go out and sing for our suppers before returning to our squalid bedsits. It wouldn't be so bad, but he earns about £100, 000 a week and lives in an Ivory Tower. What a guy.

ANDY MCVITTIE
...loses his temper and stomps around the place shouting at people when the things he's looking for are in his drawer all the time. And another, when he wants things doing he wants them done now - if not yesterday. Yeah, and another thing, he's a right know-it-all. In fact, he's a right get - but, hey, that's deputy editors for you, and we wouldn't have him any other way.

GARY HARROD
...gets on the phone to Noodles or boofles or whatever and goes "Miaow, Miaow." And before you all start writing in, this one is perfectly true. Or is it? This could, of course, be a double wind-up - but Gary's the only one who knows.



PAUL DAVIES
...sits there playing Mario Kart when everyone else wants to go out to play. He's entered this little world in which he is actually Mario and because we don't exist in his alternative reality he can't hear what we're saying. The worst bit is when he comes out of the Games Room and asks where everyone's gone, but of course there's no one left to answer.



DAVE KELSALL
...offers to do everything for everyone. It's always "Do you want a cup of tea?" or "Can I lend you my last fiver?" or "How are you feeling today?" and he always gets upset if we're under the weather. He's always so bloody polite and insists on turning on all our Macs before we get in every morning and always stays last to make sure everything switched off and tidies our desks before he goes home, running a few errands for his next-door neighbour along the way.

CLAIRE COULTHARD
..insists on being so bloody pleasant all the time. Even when we turn up late and she's waiting for one page to do before she can go on her Christmas holidays she still doesn't moan even though she probably wants to kill the culprit slowly. She never, ever, loses her temper and it's so bloody FRUSTRATING!

If it's more than an

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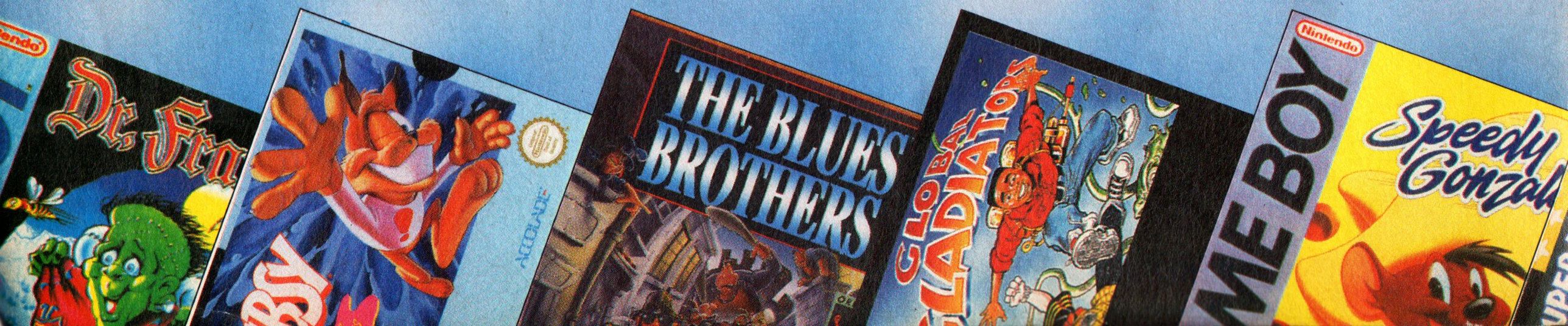

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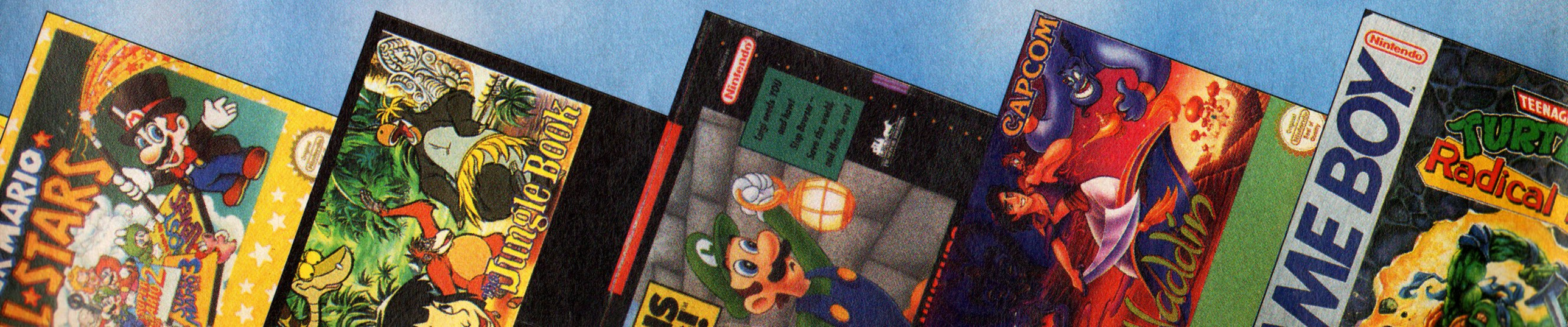


NNN

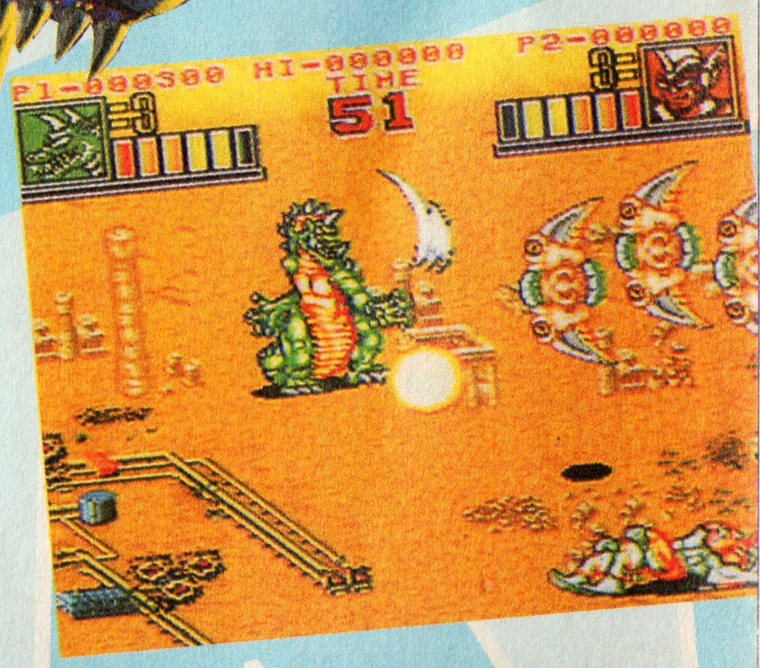
BEAT 'EM UP BONA

KING OF THE MONSTERS 2

Exc

KING OF THE MONSTERS 2

SEQUELTASTIC! **King Of The Monsters 2** is a seven stage, city-destroying beat 'em up which has players taking control of skyscraper-sized monsters who can either slug it out head-to-head or take on hordes of evil alien monster scum in a co-operative mode. This sequel features enhanced graphics and a ton of new moves, so it should be one to watch out for!



B-I-G news for beat 'em up fans. Takara, the people good enough to convert Fatal Fury 2 for the Super NES recently, have just announced some rather special new licences that will doubtlessly have fans of the genre in fits: they're converting three top Neo Geo games for the Super NES! Here are the details!

SAMURAI SHODOWN

Biggest news of the lot is **Samurai Shodown**. This beat 'em up is set in ancient Japan and gives the player the choice of a mere 12 Samurai characters. But that matters not a fig because the moves these guys have are just astounding and rather original too. Also, in true Neo Geo style the action zooms in and out Art Of Fighting style. We had the Neo Geo coin-op in the office a short while ago, and some people even think it's better than Streetfighter 2! Fans will already know that the game is incredibly violent - and we do mean violent, with blood and guts galore - so whether Nintendo will allow any or all of this into the Super Nintendo game remains to be seen. What will remain are the special moves which make the game stand out from the crowd - and we'll be detailing all of them as soon as we see a copy of the game. Control yourselves!

...ANZA REVEALED!

Exclusive®

WORLD HEROES 2

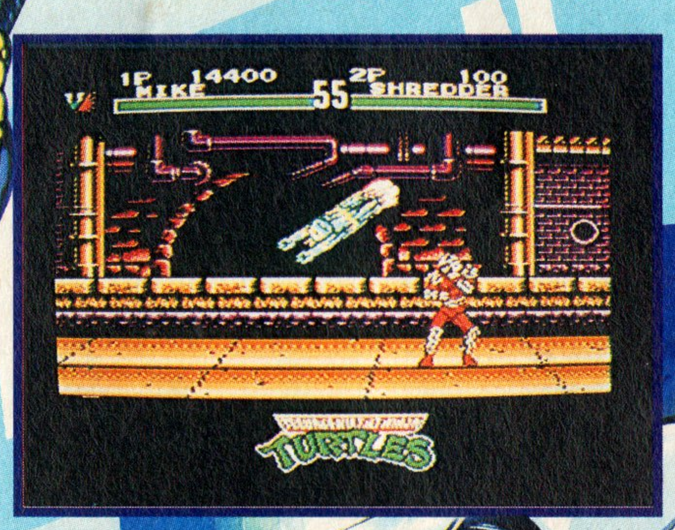
SEQUELMONGOUS! **World Heroes 2** was a staggeringly huge 100 Meg in the arcades. This Street Fighteresque game has been seriously up-graded to give players the choice of 14, count 'em, characters, all with their own amazing special moves. More news on this one VERY soon!

▲ I've been down Gary's gym and I'm hard - honest.

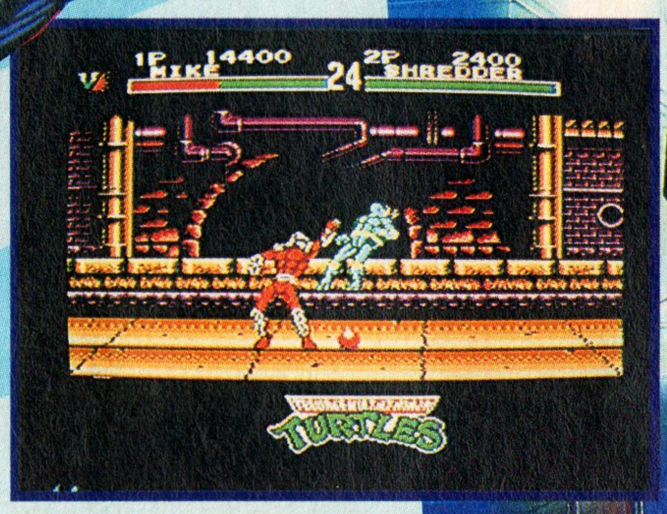
Right now there are no release dates revealed for these titles, but in the true tradition of NMS we knew you'd want to know about them anyway. Naturally we'll be first with any more news, so stop fretting and enjoy the Neo Geo shots printed for your personal ecstasy. And if that's not enough to satisfy you, turn straightaway to page 40 where you'll find our five-page Review of the rather excellent Fatal Fury II in all its glory. Wahoo!

TOURNAMENT FIGHTERS HITS NES!

Who said the NES was on its last legs? Well it wasn't us, nor was it Konami - for no sooner do they unleash upon a beat 'em up hungry public the dead smart Tournament Fighters than they announce a conversion of the self same game for the aging 8-bit. Sounds too good to be true, doesn't it? Once again we have the screenshots to prove it, so let the fun commence!



▼ Ooh, Tournament Fighters on the NES. I can't wait, I'm off to the States to get a copy. Tara!



TOURNAMENT TROUBLE

Best feature of the game has got to be the four-player Tournament mode, where the four turtles must fight it out for overall supremacy. Each has his own unique skills, but at the end of the day it's down to the talent of the player to determine which Turtle reigns supreme. What with the storming Super NES version, Tournament Fighter is something of a stunning comeback for the formerly unhip heroes in a half-shell. Alas there is no scheduled release for this just yet, although it is coming out in the States this month. As soon as we hear of a UK release we'll let you know.

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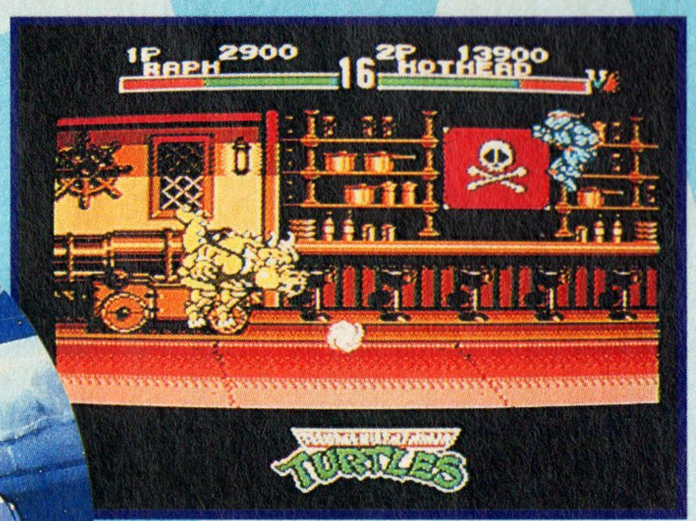
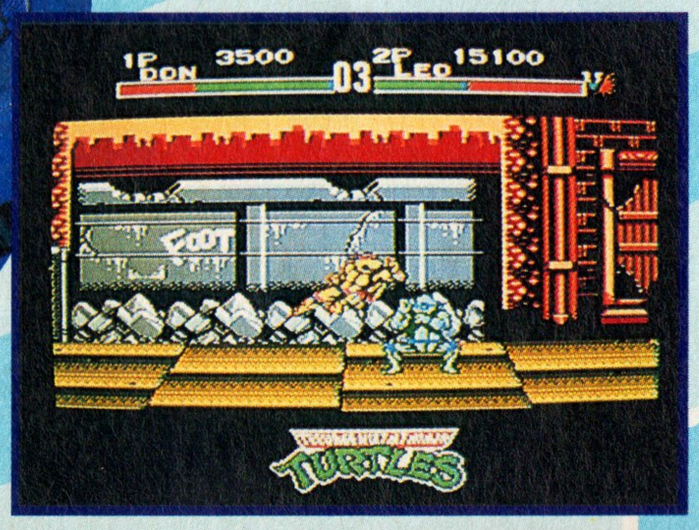
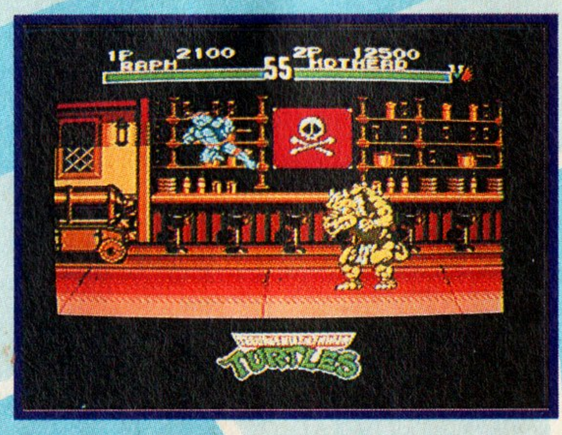


COWAFUNGA!

As you might expect, this 2 Meg cart is significantly different to its big brother, but it's quite amazing what Konami have managed to cram in. Each of the characters has three kicks, three punches, block, throw, strangle and, naturally, a couple of special moves. And you know what that all adds up to: a fighting game which could even rival its Super Nintendo big brother in terms of sheer playability. Who said NES fans were being left out?





▲ Hi. I'm back and I've got some screenshots. Good aren't they?

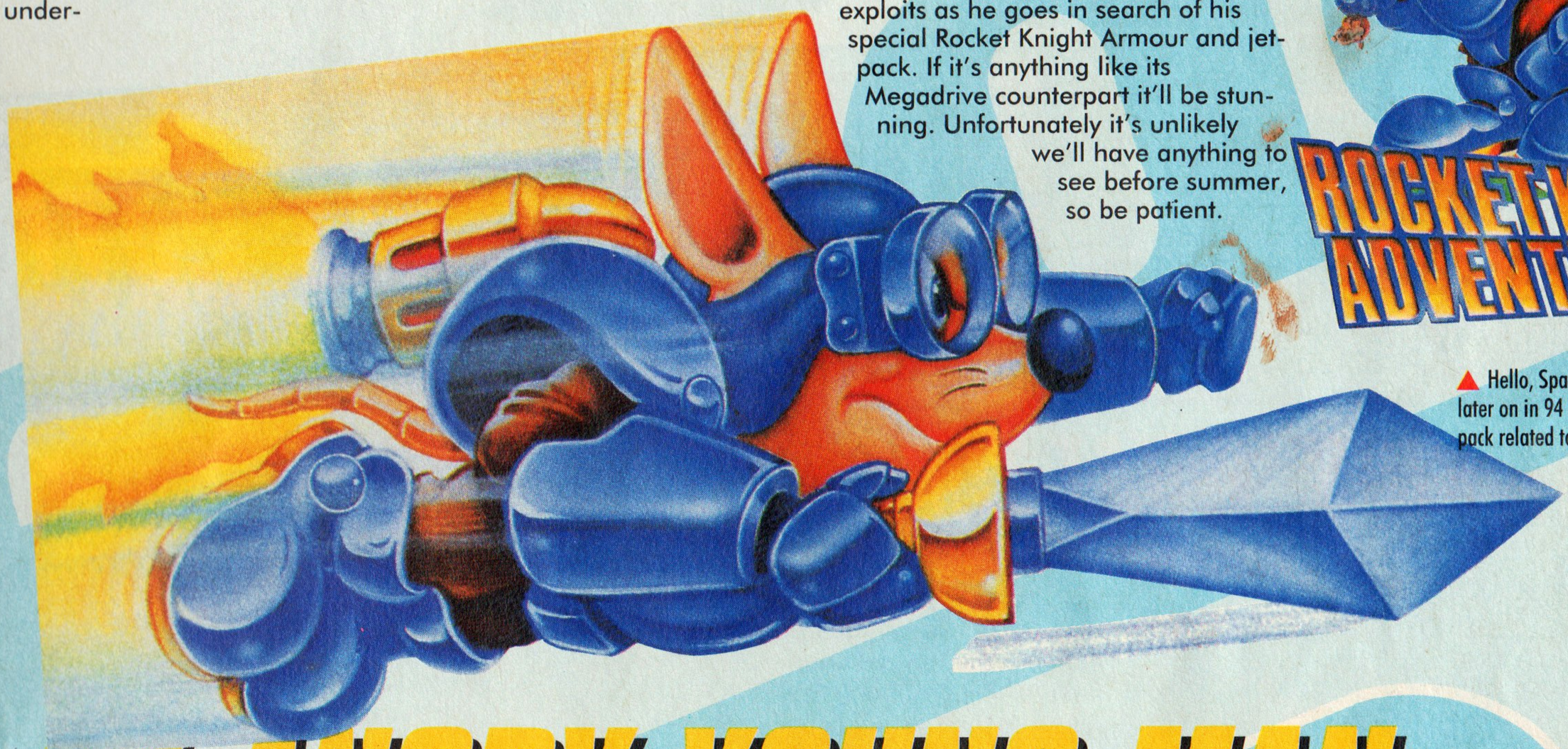
SPARKS FLY FOR KONAMI!

Exclusive®

If there's one thing the Super NES is stuffed with, it's platform games. In the past few months there's been a veritable glut of the chuffers and soon the choice is going to made even more mind-boggling when Konami unleash their own would-be challenger, Sparkster, later on next year!

Some of you may already be familiar with this little fellow - he's the opossum star of Rocket Knight Adventures on the Megadrive. But rather than just do a straight port over, Konami have undertaken to completely rewrite his adventures for the Super NES!

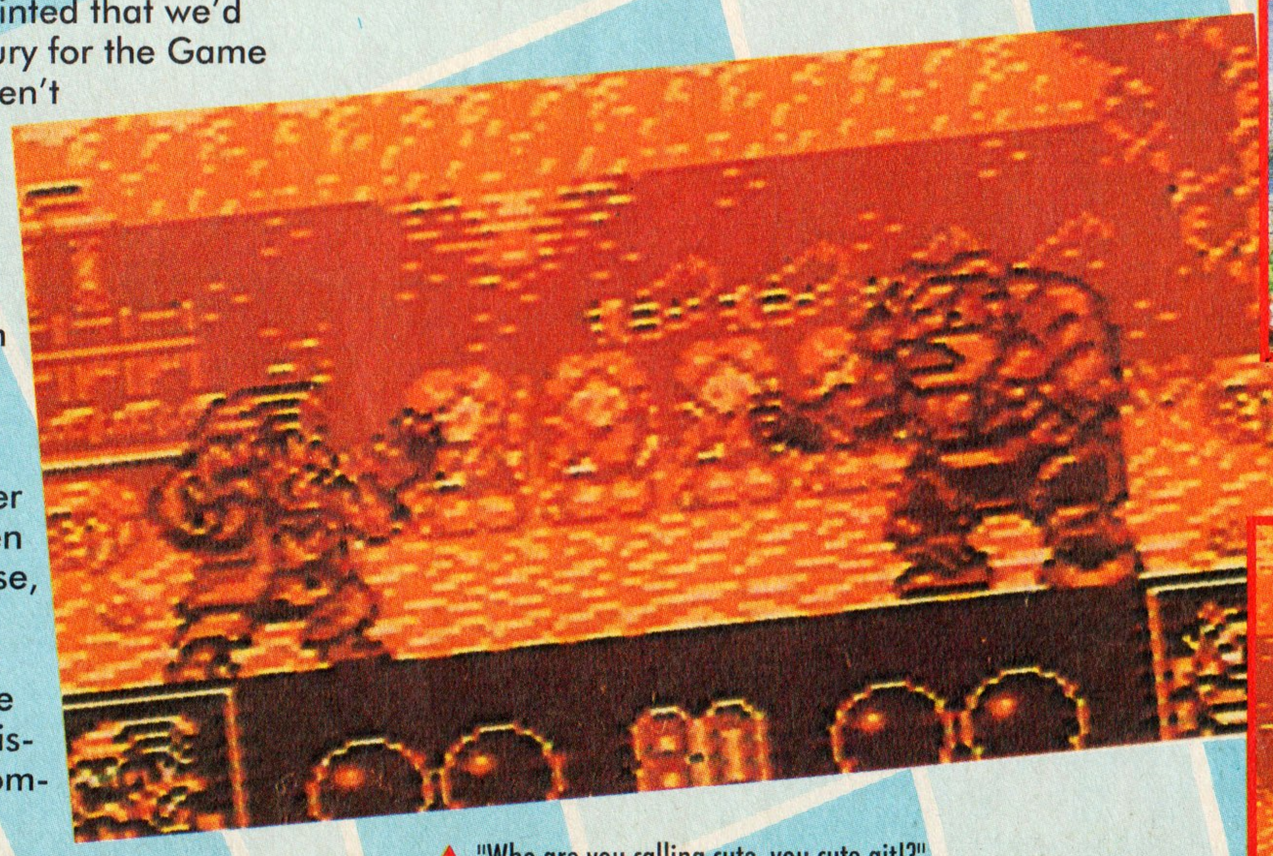
NMS can reveal that his new adventures will be based on the days when Sparkster wasn't a Rocket Knight, but a mere Rocket Knave and follow his exploits as he goes in search of his special Rocket Knight Armour and jetpack. If it's anything like its Megadrive counterpart it'll be stunning. Unfortunately it's unlikely we'll have anything to see before summer, so be patient.



▲ Hello, Sparkster here. Join me later on in 94 for a bit of possum/jetpack related tomfoolery. Thankyou.

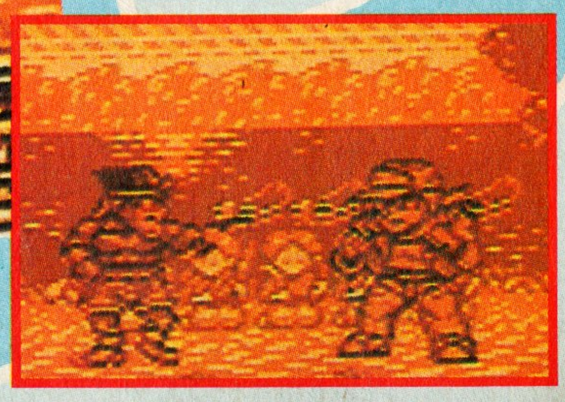
AN ANGRY YOUNG MAN....

Oops, last issue we mistakenly printed that we'd have something to see of Fatal Fury for the Game Boy. The bad news is that we haven't because the good news is that Fatal Fury 2 is being converted to the Boy instead - and here are the screenshots to prove it! As you can see it takes a similar sort of approach as Capcom did when they converted Final Fight for the NES: ie, making it all cuddly. Whether the gameplay will be treated in the same cutesy manner remains to be seen as it's not even out in Japan yet. We will, of course, be giving it the full Review treatment as soon as we can, so keep an eye out and remember that we are truly the oracles of gaming wisdom and know when all stuff's coming out and everything..



▲ "Who are you calling cute, you cute git!?"

▲ What would you do if confronted by a gang of stupid-looking cartoons?



SOCCER KID

Crikey, not another football game! That was our first reaction when we first heard about Ocean's top new release for '94. Okay, perhaps we phrased it a little more strongly than that. However, we would have been wrong to assume that this is just another footy game because Soccer Kid is actually a platform game with a bit of football in it. Yes, you control your footballing infant as he negotiates the platform levels, dribbling the ball and wellying it at the odd baddie. Sounds fascinating doesn't it? You'll have to judge for yourselves from these screenshots, or wait patiently for the full world cup-sized review coming soon.

SAY KIDS, WHAT TIME IS IT?

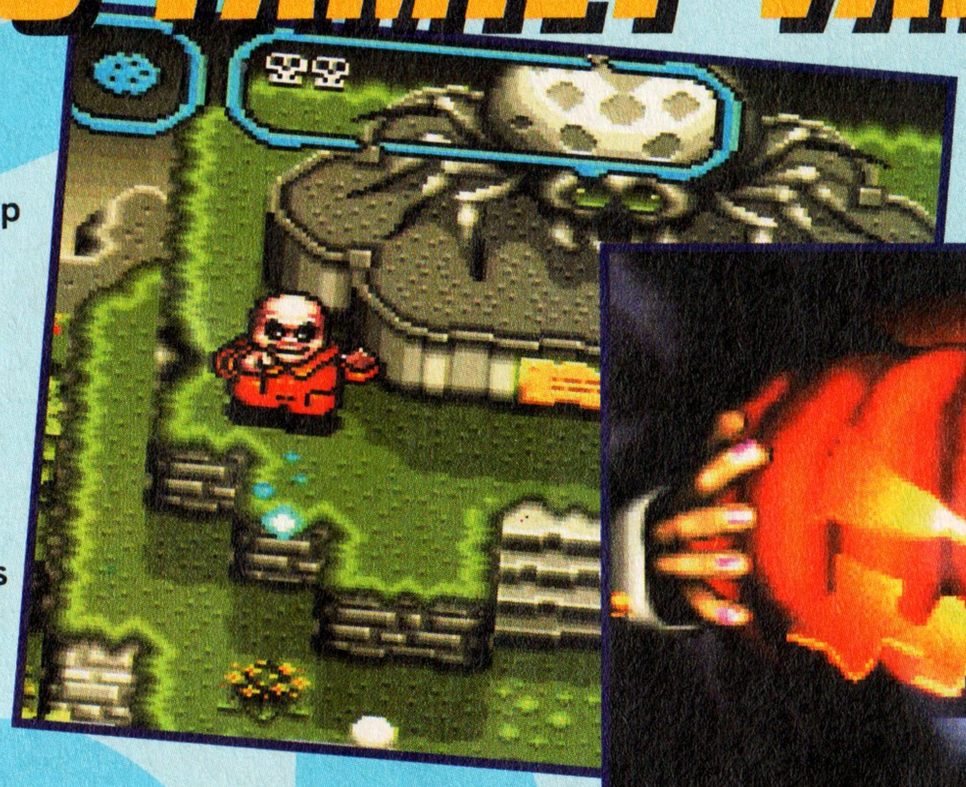
Yes, it's that Manga time of the month again. Hmm, what's in our small-yet - perfectly-formed and somewhat inscrutable Manga bag this month? I... I don't believe it! It's PG-Rated - people under 18 will be able to watch it - just what are Manga playing at? Anyway, Fire Tripper is the name of this newie and it tells the tale of seventeen year old Suzuko who is transported 500 years back in time after a massive gas explosion onto a death-strewn battlefield. All sorts of historical malarkey then ensues as she attempts to get back home. Anyway, we've seen it and we think it's good so check it out at your local purveyor of all thing Manga -related right shortly chief.

EEK A CAT!

A few of you game-watchers out there may remember a game that came out a while back called Sleepwalker from those gritty mancunian publishers, Ocean. Do you also remember that it was also the "official" game of Comic relief last year. All this is of pertinent interest, honest, because Ocean have just decided to breath some more life into the title by completely re-vamping it with new graphics, sounds and, most of all, a new lead character - enter Eek the Cat, for it is he. For those of you unfamiliar with the game, here's the storyline. Eek's owner, an elderly lady, has fallen fallen asleep and is sleepwalking around the garden. Alas the garden is not your ordinary suburban-type but a rain-forest affair filled with elephants, snakes, coconut-chucking monkeys and nasty drops. So it's up to the heroic feline, under your guidance to run ahead of the somnambulic pensioner making sure that no harm befalls her by tying knots in the elephants' trunks, bashing the snakes and generally kicking her about the place - gently of course, so as not to wake her. Sounds intriguing right, well you'll have to wait until next issue to find out, cos we're cruel like that

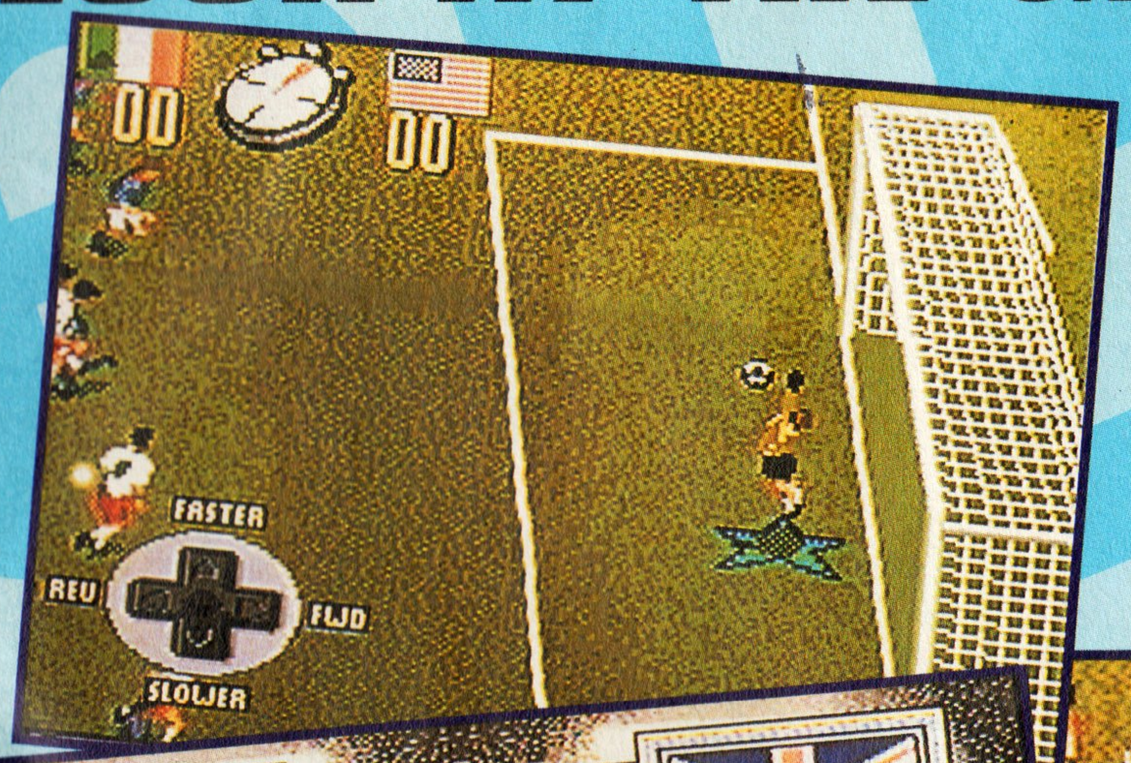
A RETURN TO FAMILY VALUES

Ocean have always been a bit keen when it comes to releasing film licensed games, what with their respectable Addams Family, Lethal Weapon and not right good Dennis games. Now it seems that they're up to their old tricks again for no sooner does Addams Family Values get a cinema release than they announce their own version for the Super NES. This takes a departure from their former Addams Family titles in that it's adopts an overhead view and follows the exploits of Uncle Fester as he wanders around maze-like corridors, presumably in an attempt to escape his murderous wife's attentions. His escape through the maze is hindered by locked doors, puzzles and, naturally, more than it's fair share of nasties - not that they should cause him much trouble. There is no firm release date set for it as yet, but poke your eye out for a proper preview in a forthcoming issue. Who knows, it could be the very next one...



LOOK AT THE GIGGS ON THAT!!

I've said it before and I'll say it again - Blimey, not another football game! Yes, it's another football game but this one could actually be quite good because its coming from Acclaim who have just delivered one of the top games of the year - NBA Jam, and it's being developed by Park Place - those of John Madden fame - so it all looks very promising indeed. The game in question is Ryan Giggs Champion Soccer and is currently a 16-meg cart. It takes a different viewpoint to most soccer games currently available, and as you can see the graphics are significantly larger too. However, it'll have to do damned well if it's going to give the likes of Striker and Sensible Soccer a run for their money, but Acclaim and Park Place might just be the team to pull it off. We'll have more news on this most interesting fixture real soon.



▲ I could make all the obvious crap jokes about this one but, to be quite honest, I can't be bothered. It's just England Vs Germany, OK!

PREVIEW

SUPER NINTEND
ENTERTAINMENT SYST

BY: EMPIRE PRICE: TBA MEG: 16

▼ Hmm. Cavity in the upper left molar, nurse...

OY! OVER HERE! Take your eyes off those screenshots and damn well pay attention! I'm talking here! Now we know the last thing you want to do is drag your peepers from the rather awesome game screens you see before you, but this is NMS and unless you read what we say you're not going to know anything about the game. We'll keep this brief, so you can go back to it in a second. Right, now that we've got your attention, here are the details you need to know...

Screaming into the office just in time for NMS to grab yet another Exclusive is Space Ace, published by Empire and second sequel to the Laserdisk coin-op Dragon's Lair.

The designers have had their work cut out to recreate the stunning visuals of the Laserdisk original, and have opted for a game which, on cartridge, apes the arcader as closely as possible while boosting the playability which Laserdisk machines tend to lack. The result is a 25-level extravaganza of animation, puzzle and shoot 'em up elements combined - and it's looking well tasty.

Naturally we'll have the full story very soon because this is NMS and it's what we do best. Right, you can get back to the pictures now...

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SPACE ACE

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SPECTRE

BY: GAMETEK PRICE: TBA MEG: 4

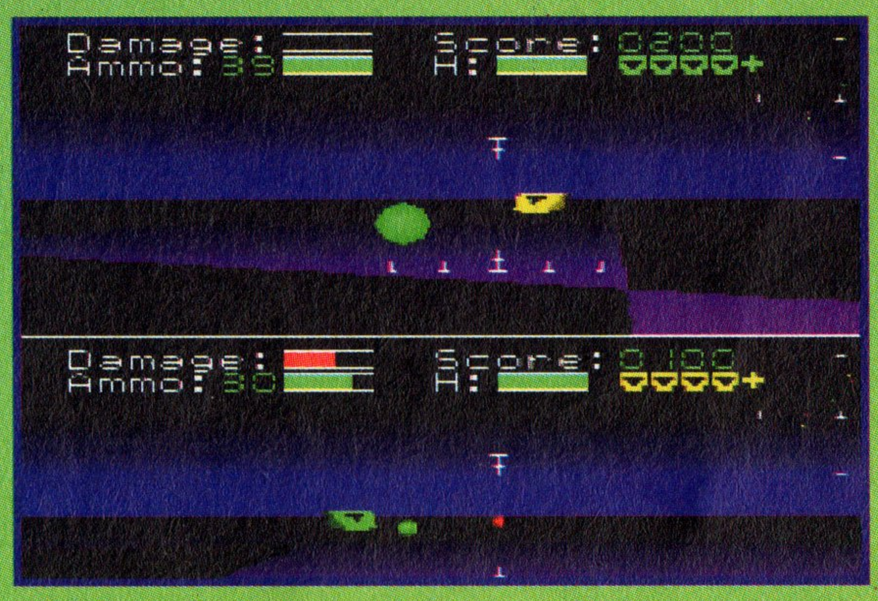
When the NMS staff aren't putting together NMS, we're sometimes found putting our expensive DTPs to more productive use: playing a game called Spectre. A cult on the Apple Macintosh, Spectre is a 3D hunter-killer shoot 'em up similar in style to Atari's BattleZone coin-op from the early eighties. You're placed inside the cockpit of a futuristic tank and required to embark on a variety of missions. Though tasks vary, priority is always placed on stealth and - more importantly - good marksmanship.

One or two-player games take place inside high-tech arenas where fellow tank-busters may choose to co-operate or destroy each other.

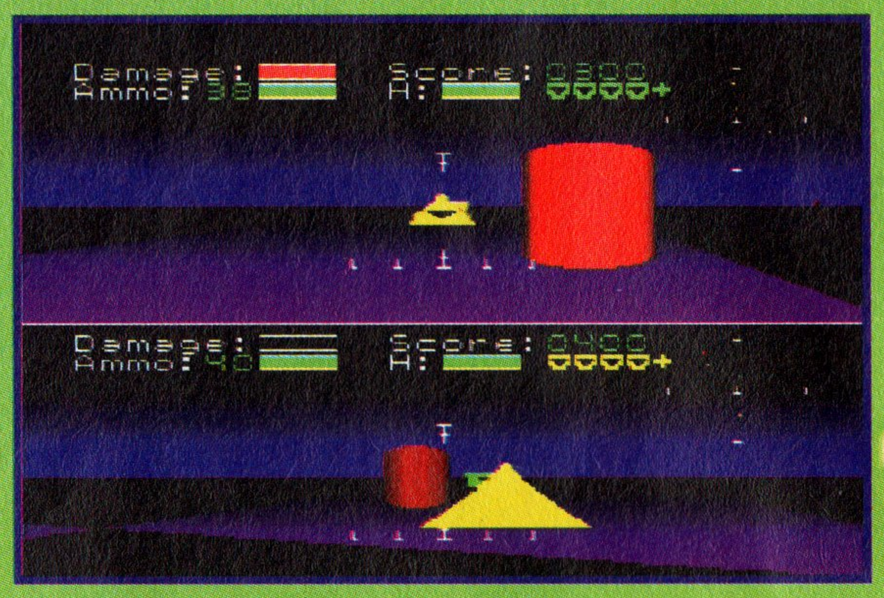
When co-operating there are enemy bases awaiting destruction and squadrons of enemy tanks creep from behind large structures.

Certainly strategy plays a big part in Spectre and the game owes much of its success to both its instinctive control and tremendous depth of gameplay.

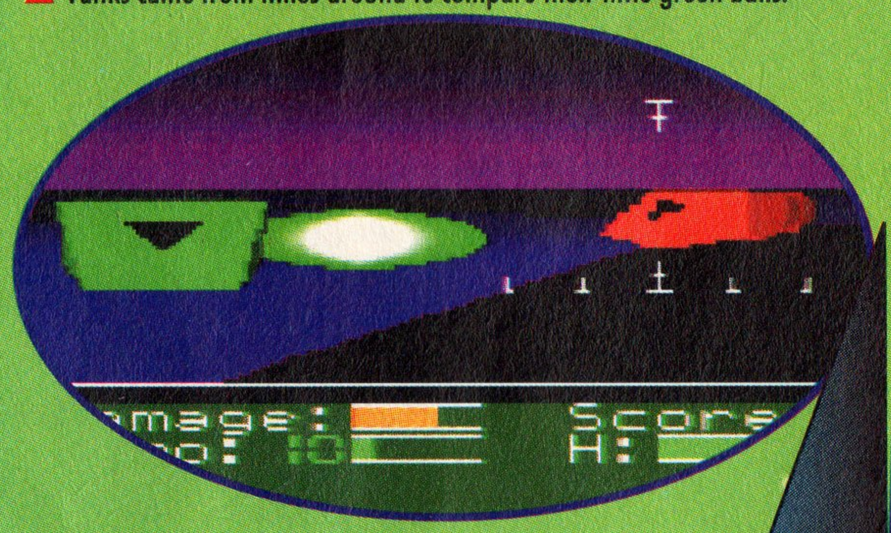
As you can see, this conversion is looking well up to scratch, featuring a variety of options and a nifty-looking sprite-based 3D game engine. Fans of this type of game have been completely starved on 16-bit Nintendo. Spectre looks to be a welcome release for the machine. Rest assured that we'll have some more details really soon. Perhaps a review!



▲ Tanks came from miles around to compare their little green balls.



▲ In this picture we see a bit of yellow pyramidical tank/red cylinder altercation. Fascinating.



▲ The green tank and the red tank had a race....

▲ Hmmm. No tanks in this shot but we do have a warp square that'll warp your little tank right into level 10.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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GAME BOY

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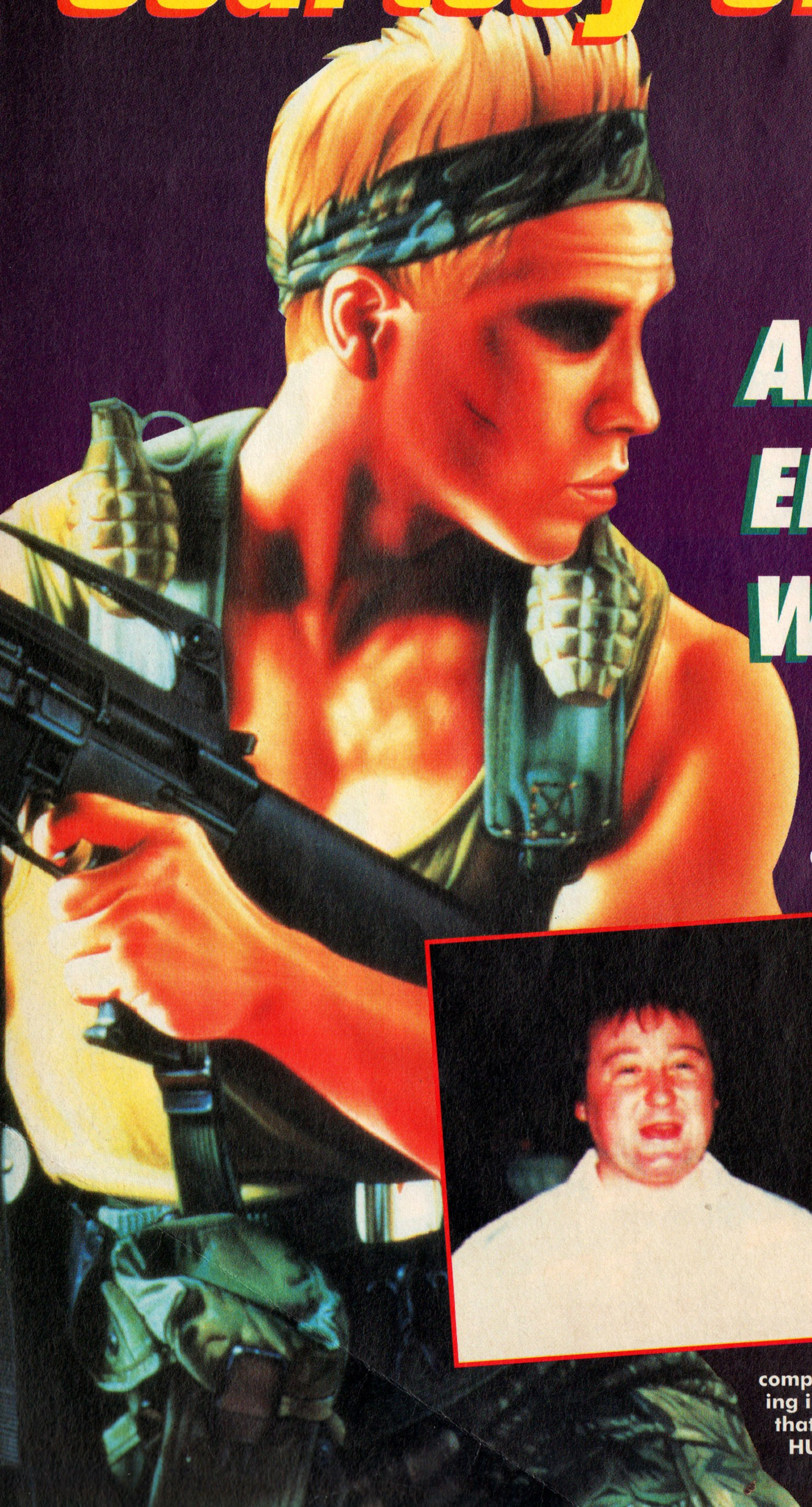
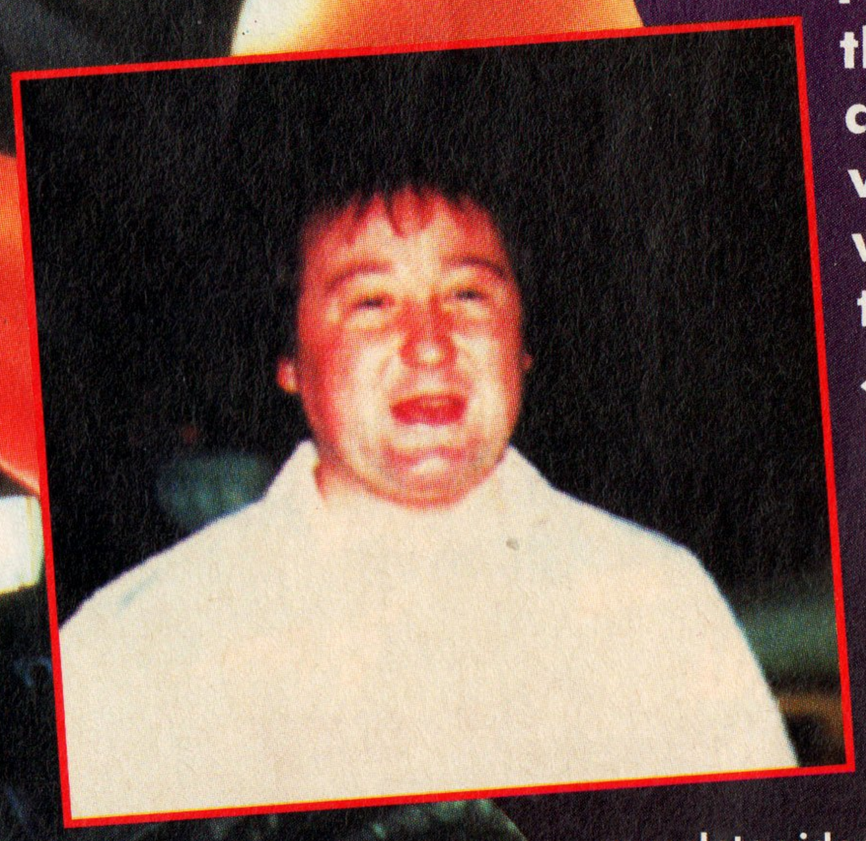


ARE YOU BIG ENOUGH FOR WODGENSTEIN?

Here's your chance to waltz away with one of the best video recorders money can buy in yet another storming NMS competition! Forget T-shirts, mugs and all that rubbish - we only give away the very best stuff in the very best mag, and that's why we're giving away a top-of-the-range Sony video thanks to Japanese software superpower Imagineer.



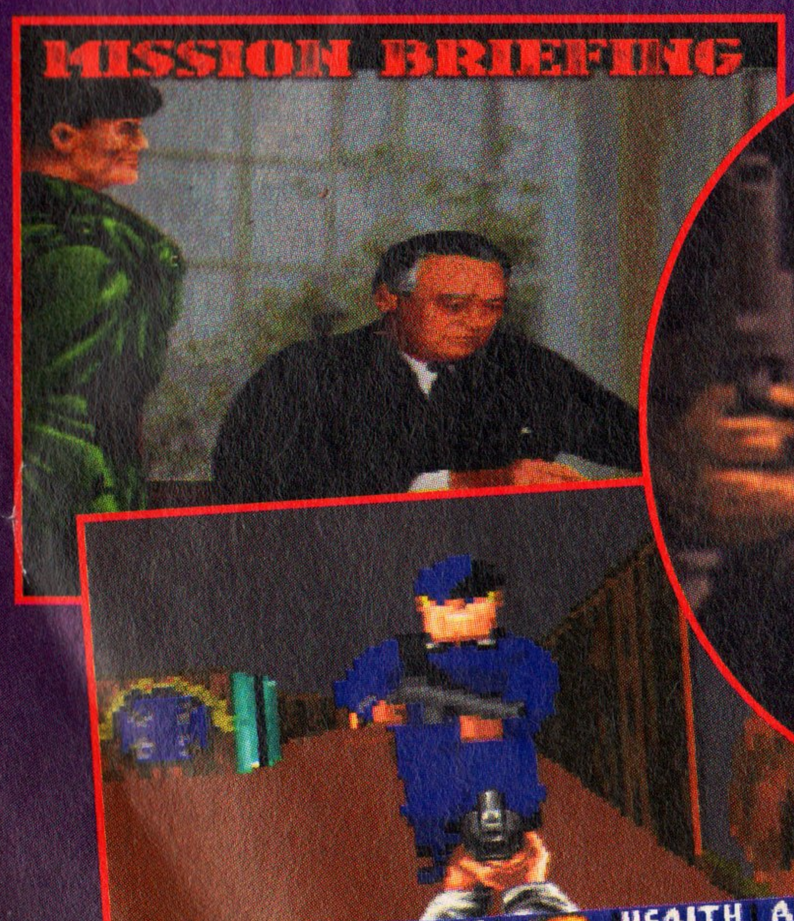
They're celebrating a fistful of new games - Wolfenstein, Populous 2 and Mega Lo Mania to name just a few - all reviewed in this issue. The people behind Kick Off and Player Manager are getting a reputation for fine quality games, so they've offered this topmost prize. Up for grabs is a Sony SLV-E7 remote-controlled video with about a squillion extra features for that complete video experience. If that's not enough, they're throwing in five action films to get you started. Can't say fairer than that! Altogether this prize is worth something like EIGHT HUNDRED QUID - CRIKEY!

OF-THE-RANGE VIDEO!

We wanted to show you a glossy brochure-type picture of the machine, but it's so hot we couldn't find one. Instead, we thought we'd show you a picture of Imagineer Marketing Director Garry Williams, known to his mates as The Wodge, because this great compo was his idea. "What competition shall we do, Wodge?" asked NMS. "I'll leave it up to you," answered Garry. Big mistake.

As you can see, The Wodge is not going to win this year's Slimfast award. Not insubstantial by any means, Garry worked with us at EMAP Images for ten years - and rumour has it he stayed so long because he couldn't get out through the door. Anyway, The Wodge is now an industry heavyweight - which gave us a bit of an idea. To win the Imagineer video, we want you to create the biggest, meanest, ugliest fighting man we've ever seen - **WODGENSTEIN!**

He's got to be the biggest war hero of them all - and we do mean biggest - because his job is to wage war singlehandedly against the mass of EMAP journalists who rip the P out of his massive size. Give him a big gun, give him a big tank, give him a big mouth, give him whatever you want - but make it BIG! So grab your drawing kit, design Wodgenstein on a clean sheet of paper and fire it off to: **SORRY WODGE BUT NMS MADE ME DO IT! IMAGINEER COMPO, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Closing date for entries is March 19, after which we'll pick the biggest and best and dish out that video. Get going and think BIG!

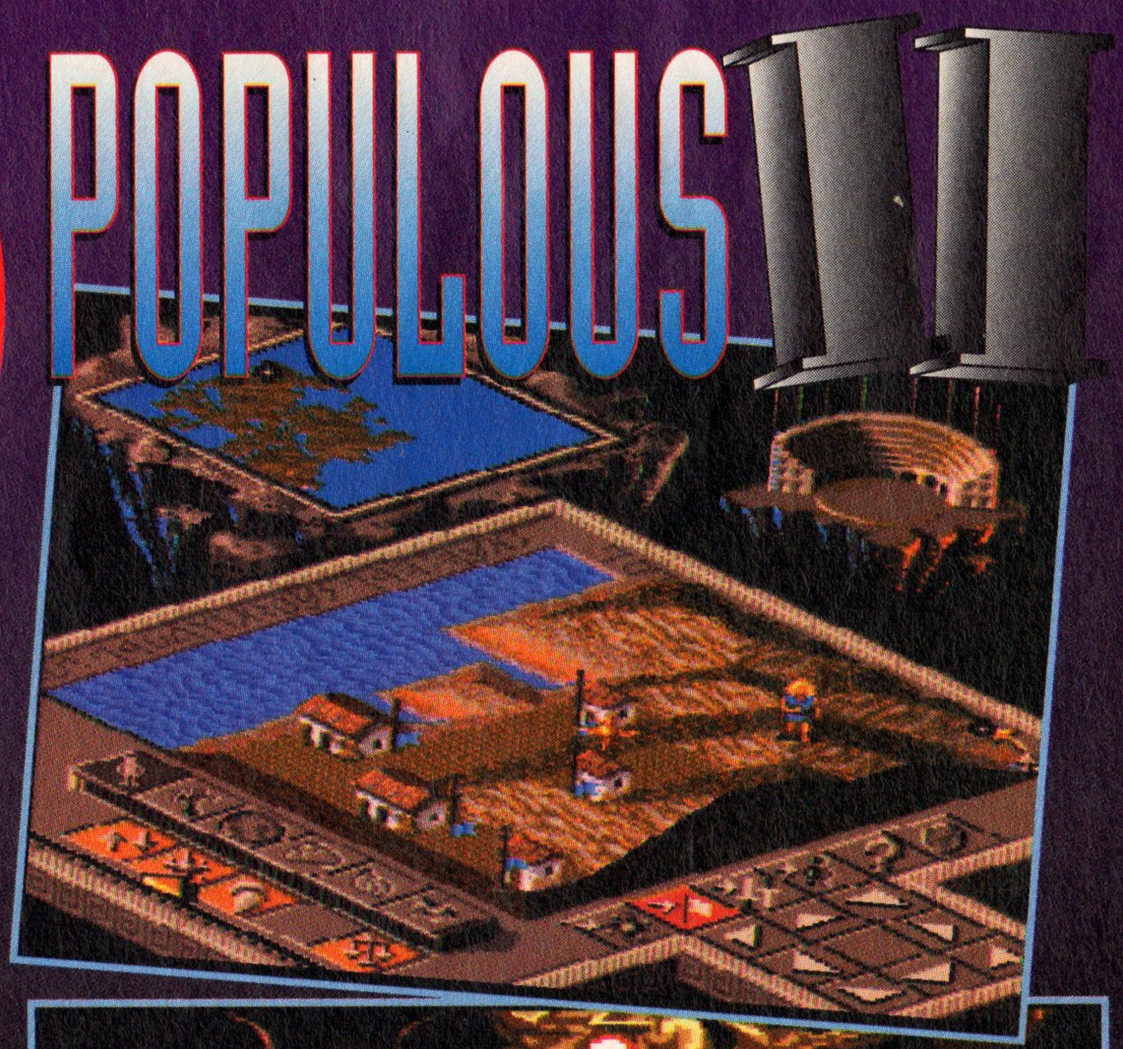


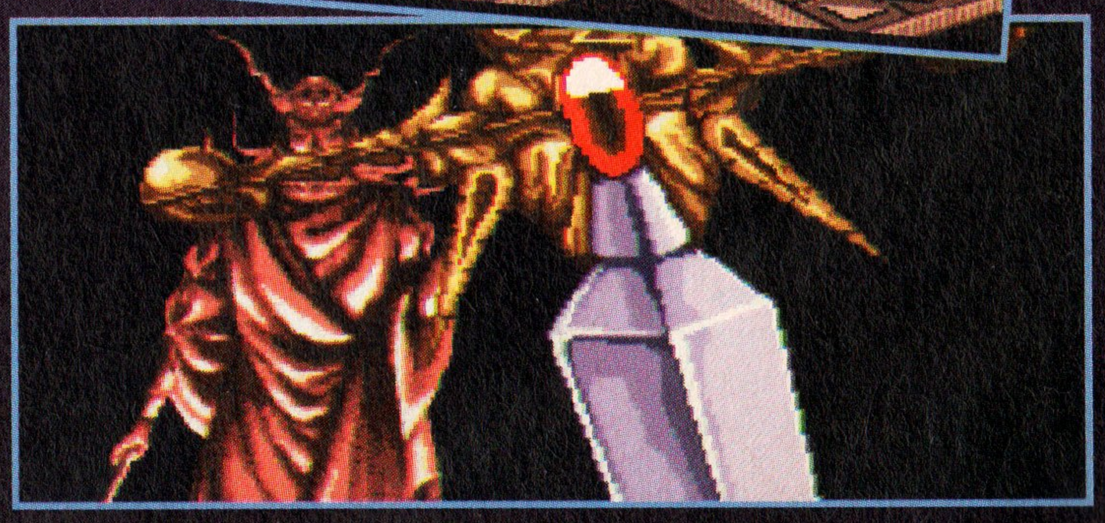
Wolfenstein 3D

All the usual NMS competition rules apply, and an unusual one as well. If you include a decent Wodge gag with your picture you might stand a better chance of winning. For example: Wodge can't sunbathe - whenever he's on the beach a load of conservationists turn up and roll him back into the sea. More top NMS japery - whatever will we think of next?

MEGA LO MANIA

POPULOUS II





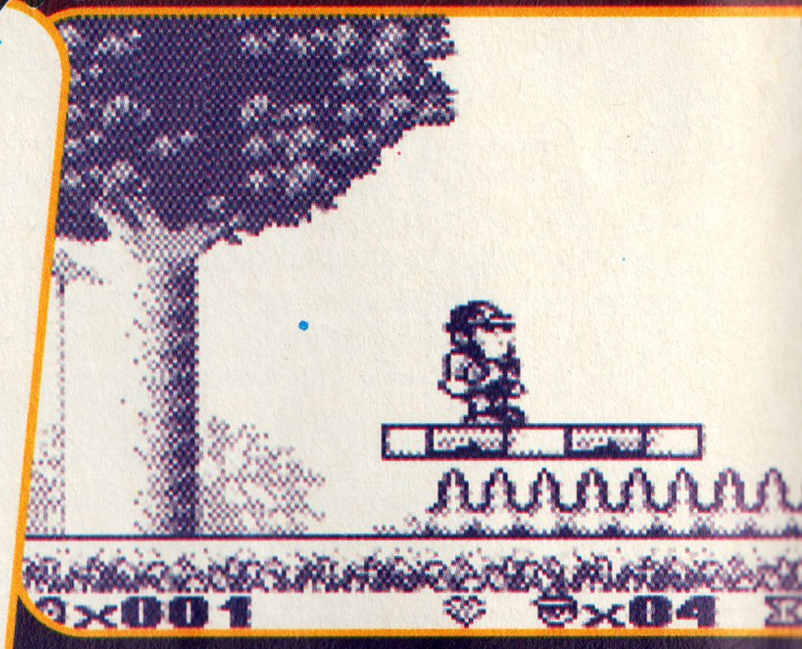
PREVIEW

GAME BOY

BY: TITUS PRICE: TBA MEG: 2

BLUES BROTHERS
Jukebox Adventure

▲ Okay you two. What's so funny? C'mon share the joke with the rest of us



▲ Join Jake, or is it Elwood, as they float around on platforms avoiding things and stuff, and some more things.

French developers, Titus have been busy. They turned up on our doorstep the other day with a bag full of Game Boy goodies for us to have a look at, so we thought we'd let 'em in and have une butchéres hook, as the French, apparently, say.

First out of their bulging satchel was the sequel to The Blues Brothers - Blues Brothers 2: Jukebox Adventure. Which bears more than a passing resemblance to their Super NES Blues Bros game, complete with rampant lawnmowers and snapping man-traps.

Next out of the bag is Prehistoric Man. This platformer has you controlling the titular hero as he prances, sorry, manfully strides across a series of neolithic landscapes, bashing the occasional sabre-toothed stoat before going toe-to-toe with some end-of-level guardians.

And last but most definitely not least (in fact, probably the best) comes a top-looking title called Monster Max. The game is an isometrically-viewed 3D adventure. Max's tasks are many and varied, but all revolve around the exploration of various rooms, pushing blocks, switches, avoiding baddies and collecting items. Graphically, this is one of the most impressive Game Boy goodies we've seen for quite some time. But you'll have to wait until next month for the full review NMS treatment.

Prehistoric Man

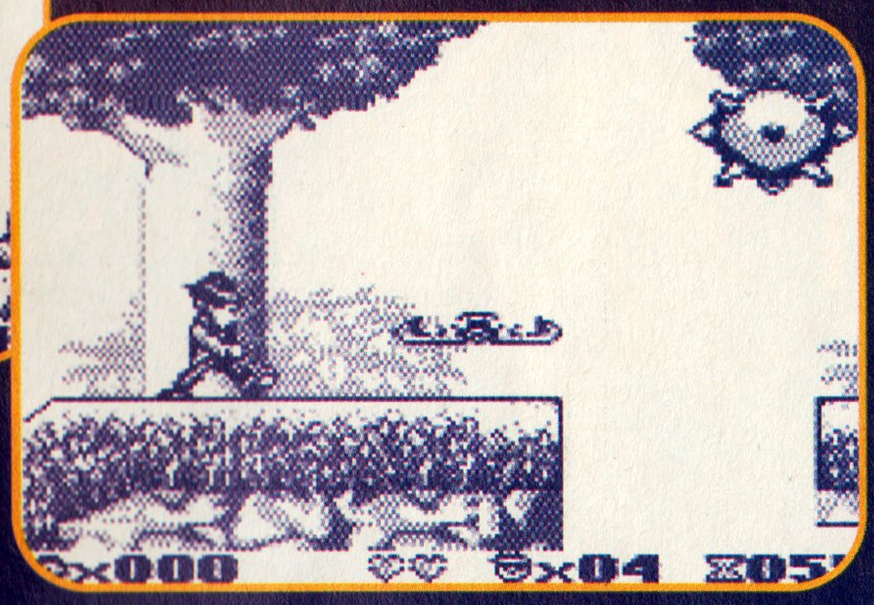
▲ Er, is that a cat on your head or are you just pleased to see me?

▲ Arrgh! I'm being eaten by a sabre-toothed logo!

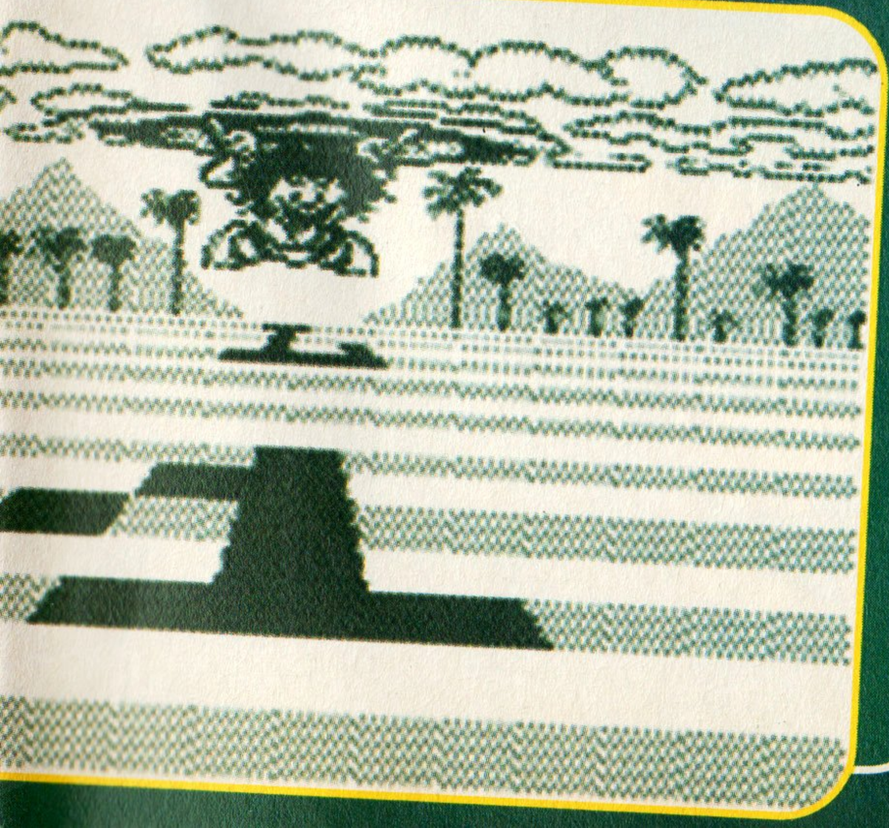
PREVIEW

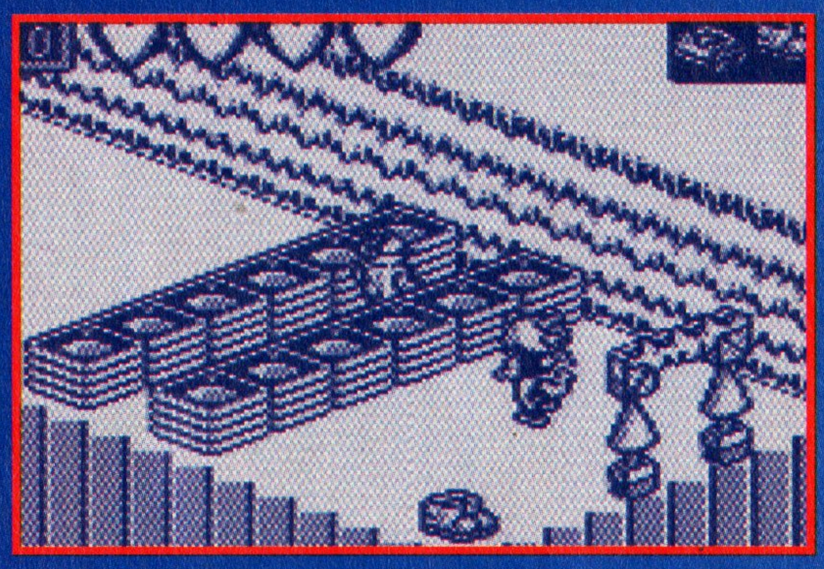
GAME BOY

▲ Titus have actually included the long-forgotten Blues Brother, Keith, in this game. And here he is... Well he was here a minute ago...



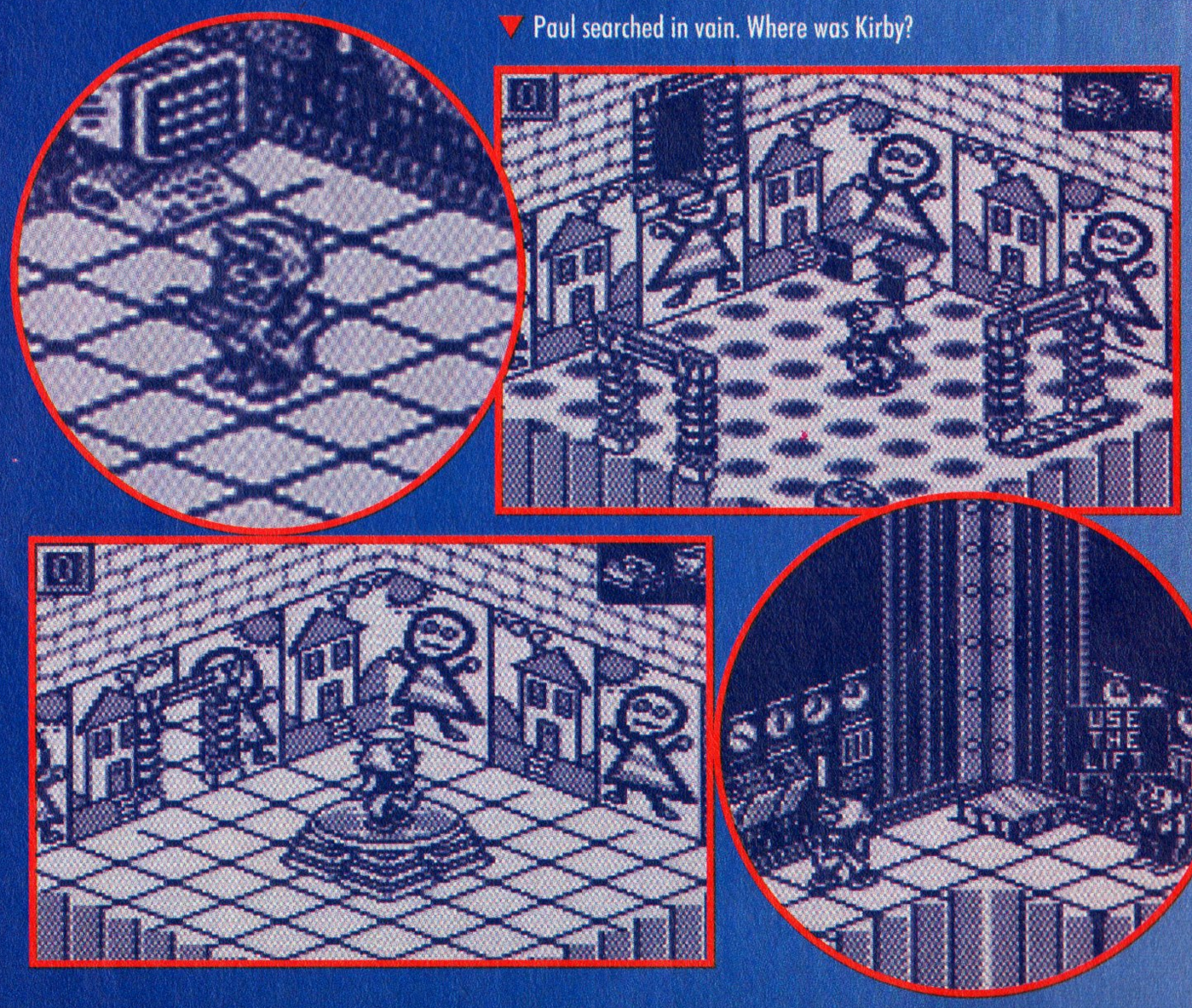
▲ He'll kill me for saying this, but Prehistoric Man looks alot like Titus's PR Manager, Steve. Sorry Steve but it does...





MONSTER MAX

▼ Paul searched in vain. Where was Kirby?



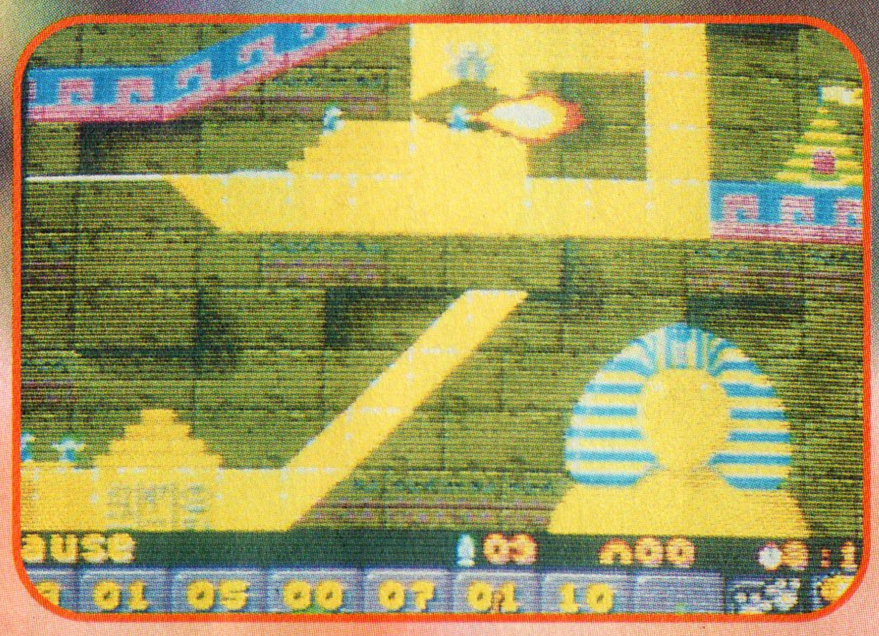
PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

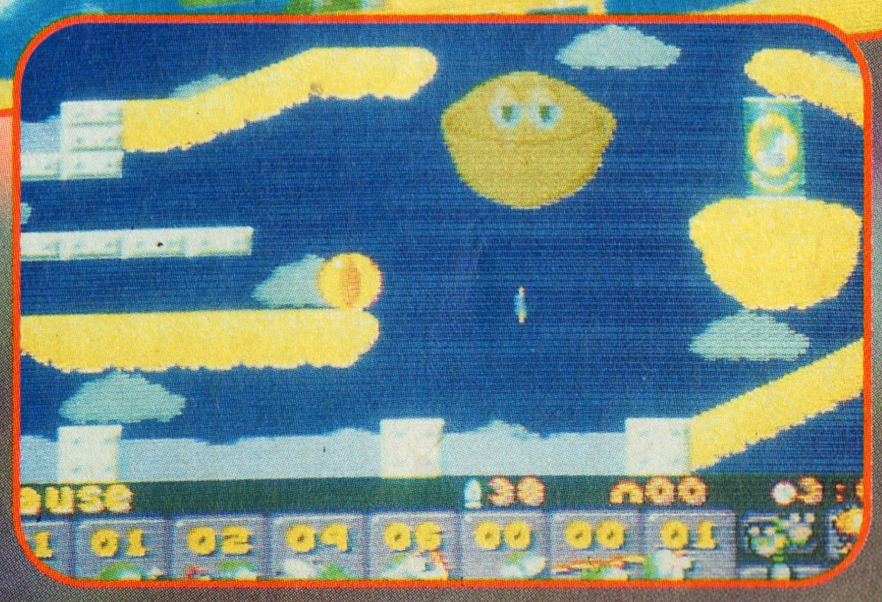
BY: PSYGNOSIS PRICE: TBA MEG: 16

Exclusive®

Lemmings II
THE TRIBES



▲ Here we see the farting Lemming after he's had a spicy bean burger.



▲ It's lemming Island, and if we look carefully... yes, Paul davies has got himself a holiday villa. Look, there he is on the beach with Kirby.

IT'S NOT ALL DIE, DIE, DIE!

If this game is anything to go by, it would appear that Lemmings have a dazzling array of sports and hobbies in which they like to indulge. Generally, these are appropriate to the particular tribe you are controlling. The polar tribe, as you might expect, enjoy a spot of skiing and ice-skating, the highland tribe like to enjoy in a spot of caber-tossing whereas the sporting tribe are particularly adept at pole-vaulting. There are a few other weird ones thrown in for good measure too. Some Lemmings seem to get a lot of pleasure form pouring out buckets of glue, whilst some, given to more heavenly pursuits are particularly adept at sprouting the odd pair off angel's wings. Hey, it's not all running at great speed off the nearest cliff, you know.

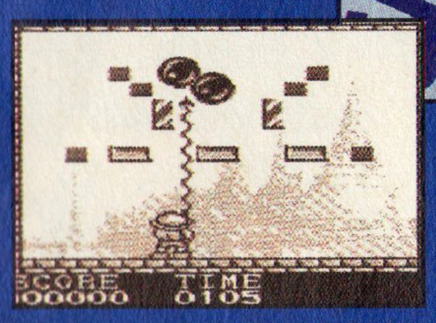
Grrr, those bloody lemmings get everywhere. But not for much longer though, because a terrible "Darkness" is sweeping over Lemming Island and threatens to wipe the annoying little blighters off the face of the planet. Ha! But I suppose there are people who actually care about the unfortunate critters and might want to go about saving them. Idiots! Well, oh happy day, there is one way you can prevent their demise. There is a mystic talisman that was broken into pieces may years ago and a piece given to each Lemming tribe for safekeeping. legend has it that if the talisman can be remade, all evil will be banished from the land. Or something like that. But, alas, the stupid mammals have gone and lost them, so it's up to you to guide the tribe members in a variety of interesting manners across the, gasp, platform environments of Lemming Island.

From our exclusive peek you can see that Lemmings 2 is looking mighty fine indeed, adding a lot to the original concept rather than merely being more of the same, but what you'll no doubt want to know is, is it any good and will the lack of two-player antics mar the lemming laffs? Well tune in next month and find out when we give it the big review it doubtlessly deserves.

GOOD NEWS FOR YOUR GAME BOY

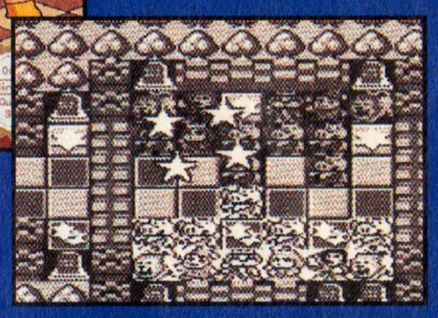
ACTION

Fast-paced thumb-numbing action features prominently in this classic arcade shoot 'em up. Save mankind from an invasion of killer ballons - power-ups, exotic locations, wandering baddies, and wave after wave of murderous inflatables.



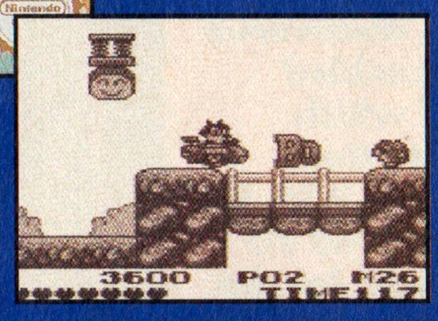
STRATEGY

Chess meets swords ,n´ sorcery meets medieval warfare in this game of high strategy. Castle Quest is a totally new kind of electronic board game for 1 or 2 players.



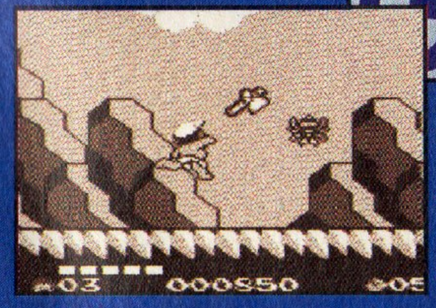
CARTOON

One of the history´s most popular and enduring cartoon characters take on the cream of the world´s super villains in this brilliantly varied action adventure. Boasting sections on land, sea and air, and a whole Magic Bag of different tricks - Felix The Cat has playability by the pawful.



ADVENTURE

A heady mix of action, adventure and prehistoric nasties combine in this excellent sequel to Adventure Island. Features some weird and wonderful pick ups, and a whole gang of helpful dinosaurs to befriend and use.



TIME TO PLAY...

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Competition Coupon

When you put the raised coloured letters in the correct order, you will find a wellknown SNES title from „Hudson Soft", which can be played by up 4 people at the same time.

S U P E R B O M B E R M A N

Name: _____

Town: _____

Street: _____

Age: _____ Your Machine: _____

Every month we will pick out winners who will receive great prizes (t-shirts, clocks etc.). The decision of the judge is final.

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PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: GAMETEC PRICE: TBA MEG: 4

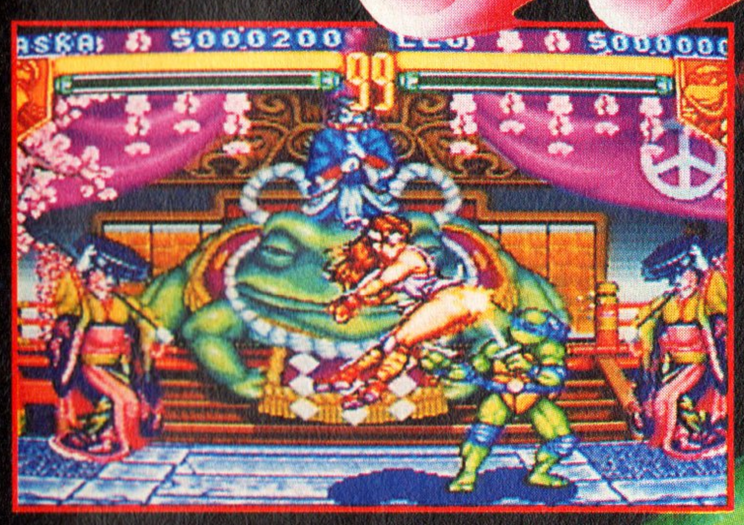
Almost a year after Gametek's Humans stumbled onto the Game Boy the clueless ones are preparing to make a new start on the Super NES. This is good news for all those puzzle maniacs who simply cannot wait for Lemmings II. The game follows the progress of a tribe of Humans who are striving to become a respectable race. To make matters harder for them they have no electricity, no weapons and no transport, depending instead on good old-fashioned common sense to pull them through. It's a sorry situation indeed, so players are asked to assist them in their daily duties; guiding them over and about treacherous terrain with the aim of discovering objects vital to their advancement as a civilisation. Spears are found, fire is discovered and ropes stumbled across, all of which serve to better their petty existence. With the promise of around 70 levels presented for the humans to explore and conquer, personal development is obviously a long and arduous task. Thankfully playtesting of an early version of the cart revealed a pleasant line in humour running throughout the game. We'll all find out for sure soon enough when the game is reviewed sometime in the near future - in the most humane fashion possible, of course.

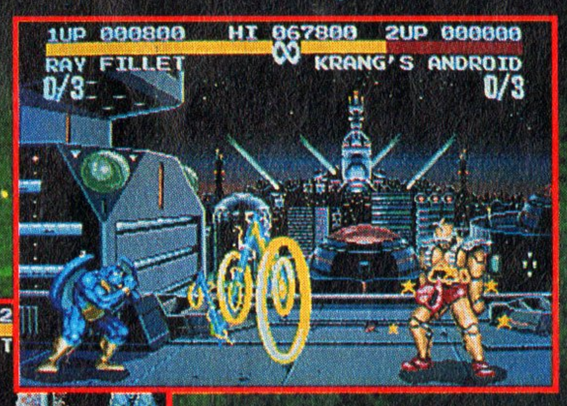
From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT HERO TURTLES®

TOURNAMENT FIGHTERS





SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

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SECONDARY COMMUNICATION

No other game looks like it or lasts like it.

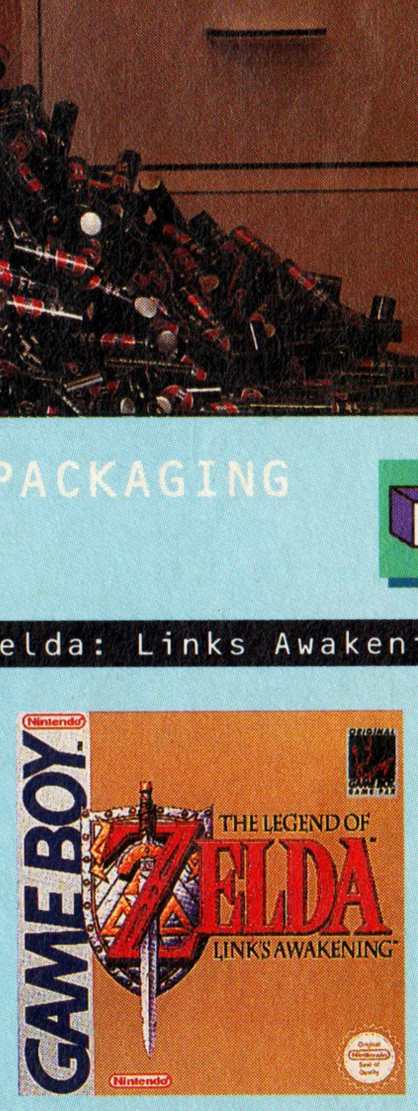
Nintendo®

TERTIARY COMMUNICATION

Ninfuriating
Ninfinite
Nintendo

PACKAGING

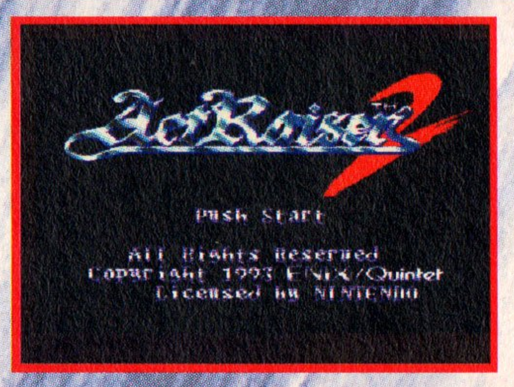
Zelda: Links Awakening



Game around £25

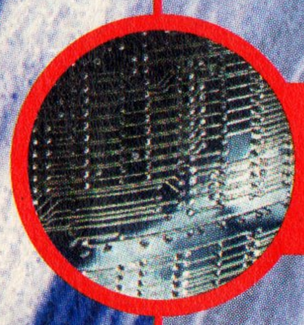
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** ENIX
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 16 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Hard
- **CONTINUES:** Password
- **RESPONSIVENESS:** EXCELLENTE!
- **1ST DAY SCORE:** 35,000
- **GAME ORIGIN:** Actraiser 2 is the sequel to Enix's Actraiser (astoundingly) an updates the gameplay ideas of the original.

CONTROLS

- **HOW TO PLAY:** The D-pad moves The Master right and left, and diagonals are used for aiming his sword.

A	JUMP
B	JUMP
X	SWORD
Y	SWORD
L/R	L: NO FUNCTION R: NIL DE FUNCTIONES
S	START: PAUSES SELECT: NO FUNCTION

Today's reading is from the Second Book of Actraiser, Chapter One: And after that demon, who was ever known as Tanzra, was thrust into the Inferno for his defiance of the Master, the power of Hell was broken, and there was peace in the Heavens and on the Earth. And the faithful spread out across Gaia, the world of two continents. And the faithful became the seven tribes of Harrod, for that was the sacred title of The Master. And there was peace for three millennia.

After that time, the thirteen untamed demons of Hell were in conference. And they said, "Why do we squirm under the light of the Master? Let us raise our defeated Tanzra by the power of our hate and let us ravage the seven tribes". And it was done.

And the Master heard cries from below. And He looked from His heavenly palace and saw the misery of the seven tribes, in thrall of the seven major demons of Sin. And The Master unsheathed the sword that had laid Tanzra low, with the will to drive the demons from paradise. And once more became the Avatar, and touched Gaia.

Here ends the reading.

COMMENT

ANDY

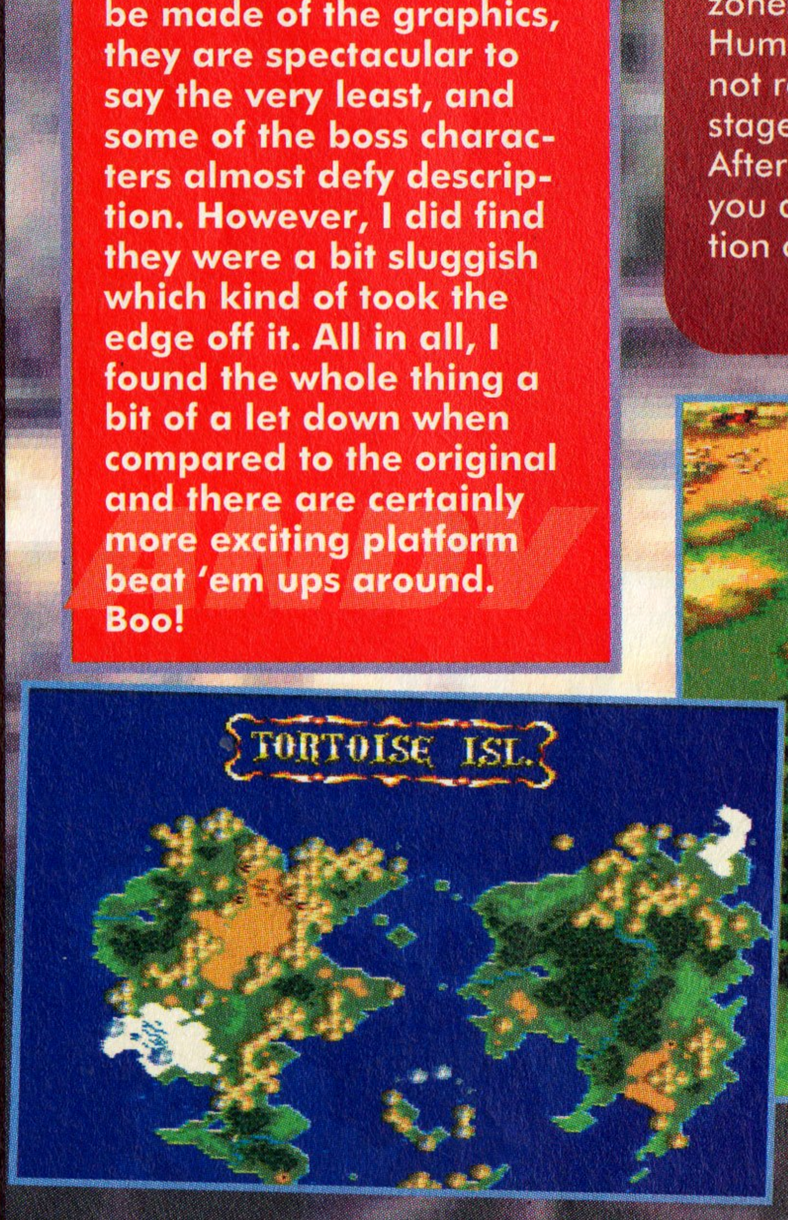
The original Actraiser was a great favourite of mine, I found the mixture of platform action and strategy a particularly enjoyable one, so I was somewhat disappointed when Actraiser 2 arrived. You see, the platform stages have survived intact but the strategy parts have completely gone. Granted, the strategy sections have been left out to give more space for longer and more graphically impressive levels, but their exclusion leaves nothing more than a pretty average platform slasher. Special mention should be made of the graphics, they are spectacular to say the very least, and some of the boss characters almost defy description. However, I did find they were a bit sluggish which kind of took the edge off it. All in all, I found the whole thing a bit of a let down when compared to the original and there are certainly more exciting platform beat 'em ups around. Boo!

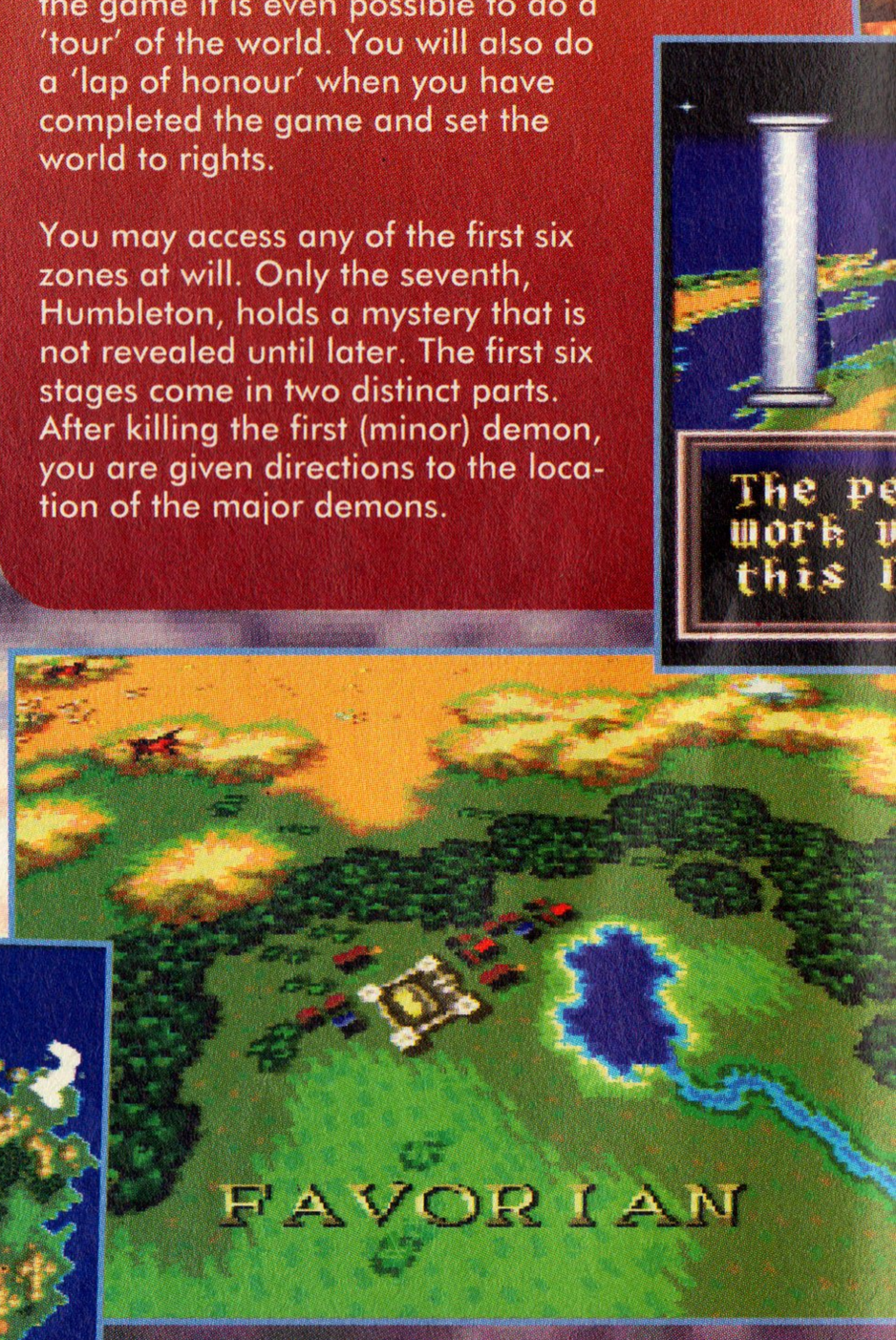
Actraiser 2

SEVEN TRIBES FOR SEVEN TROUBLES

The seven tribes of Actraiser 2 live in settlements spread over the face of world. The world is shown as a large scrolling map, viewed from the Sky Palace. Using a Mode 7 effect, you can zoom into any of the settlements and uncover information. At the start of the game it is even possible to do a 'tour' of the world. You will also do a 'lap of honour' when you have completed the game and set the world to rights.

You may access any of the first six zones at will. Only the seventh, Humbleton, holds a mystery that is not revealed until later. The first six stages come in two distinct parts. After killing the first (minor) demon, you are given directions to the location of the major demons.





▲ Ooh, I hate these Mode 7 bits, they make me feel sick...Bleurghhbblle

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Illusion of Gaia

MOVING IN MYSTERIOUS WAYS

On Earth, The Master has incredible agility including the ability to fly on angelic wings. Each of his postures may be turned into an attack position:

▲ Ha...

▲ Hoo...

▲ AAnd a rinky-dinky-doo!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

JIHAD!

See the seven battlefields of evil that await you. Plunge into unholy lands:

GRATIS

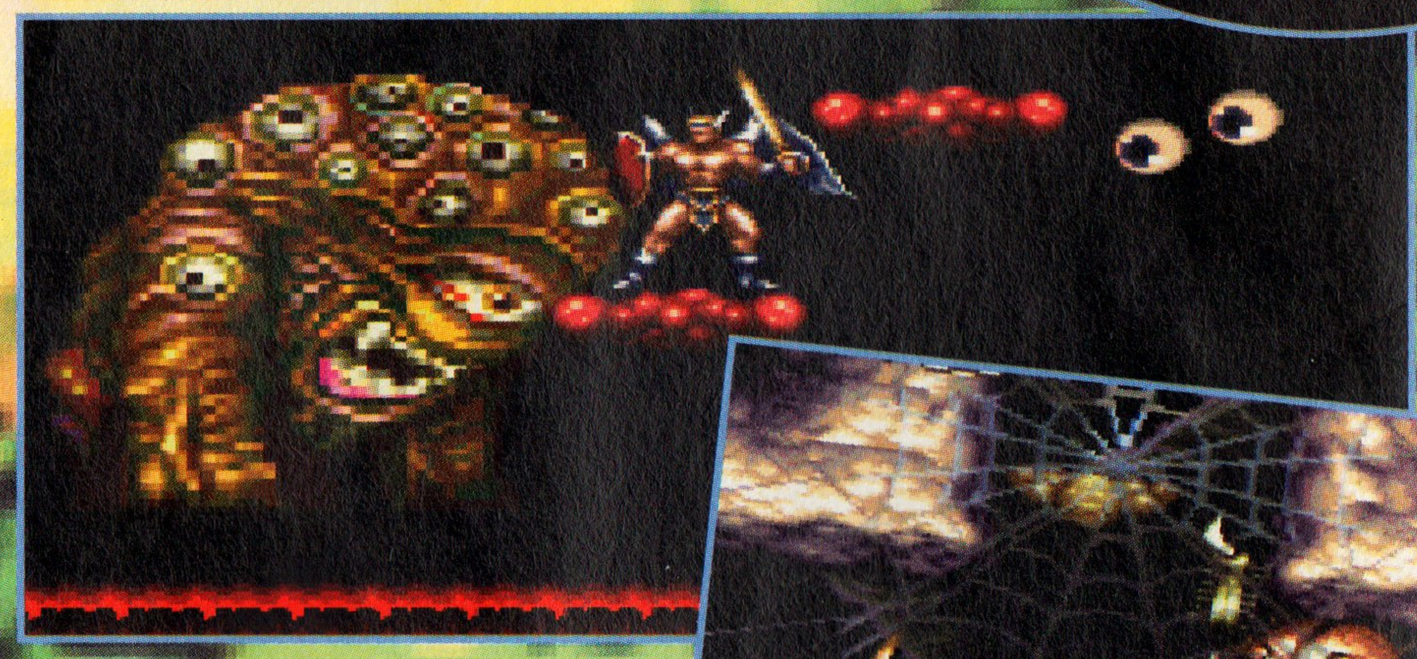
A greedy King has reduced this happy kingdom to a dungeon for beggars. Explore the maze-like catacombs, containing many of the dangers found elsewhere on the world, and some new ones that lurk in the dimly lit sewers and torture chambers. Flimsy wooden slats are all that support you above rows of deadly spikes.

INDUSTEN

The Beautiful and lush country around Diligence is blighted by the effects of a huge storm. On this level, the flora and fauna have been warped into hideous mutations. Dragonflies dwarf men, mushroom soar to huge heights and the ground seeps with noxious mud. Through the fumes, the Master sees plants with a taste for blood...

MODERO

The people here were rich in spirit and lived happily on the resources of the land. But the demon gluttony came and left it a wasteland. Now, gaping toothed mouths in the ground strain to devour passers-by, and vultures hover overhead. A huge eye demon awaits at the bottom of an underground cavern. Modero is also plagued by a nest of ants and spiders, somewhere in the north east.



TORTOISE ISLAND

Once a thriving island, the people here are condemned to a submarine existence on the back of a tortoise, a punishment for disobedience. Creatures of the deep; angler fish, nautili, develop strange new powers and the city is in the grip of a huge squid, with defences on every joint.

COMMENT

GUS

Actraiser 2 has been long awaited (a thing the packaging makes a lot of) and early pictures looked very exciting. And it is a very beautiful game, with graphics up to Enix's standards. The backgrounds are almost works of art, and The Master looks terrific in action. With the bosses also of a high standard, it's only for some of the smaller sprites to let the side down. As rumoured, the strategy section of the original has been omitted in favour of more levels, which is a shame, as it did add atmosphere to what is basically a platform beat 'em up. But in compensation, this sequel is a lot tougher. You have the freedom to explore the first six areas, but the challenge is very stiff. In every aspect Actraiser 2 matches its prequel, in fact you're getting more myth for your money.

▲ Look, it's Gary Harrod, and... yes, there he is again.

DEATHFIELD

The flickering flame of anger ignites into bloody war. The Master weeps to see his people in conflict and arrives at the fiery scene. Take on trolls and orcs using the weapons of men, and the pernicious fire demons. Then mount a golden raft that attacks the flying galleons of evil, destroying their armada.

LAMPLE CITY

Once the faith of the people of Lample was warmth to The Master. Now it is a cold deceptive place. The essence of ice pervades everything, with snow worms inhabiting the nooks of the palace. Careering chunks of ice, snow demons and huge icicles attack The Master, and even things that serve a useful purpose, like rafts, have devious motives.

ELEMENTAL POWER

For each of The Master's positions there is a magical attack, launched by holding down the sword button until Master turns red. The seven attacks reduce The Master's magic point gauge, shown under his health points.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 91

▲ A fabulous intro sequence, the impressive Mode 7 sequences in the sky palace and a proper story to go with the action.

GRAPHICS 95

▲ Enix are capable of producing state-of-the-art Super NES graphics, and there are plenty of them here.

▼ Some of the evil sprites are a bit poo.

SOUND 94

▲ Yuzo Koshiro's dramatic orchestral score is one of the most memorable sonic experiences on the Super NES.

▼ A lot of sound from the first game has been re-used.

PLAYABILITY 93

▲ Immensely playable, immensely tough. The player character has such a wide range of control, and the levels are well though out.

LASTABILITY 90

▲ Even on easy setting, the challenge is stiff, while the compulsion to explore the world gets stronger as you play.

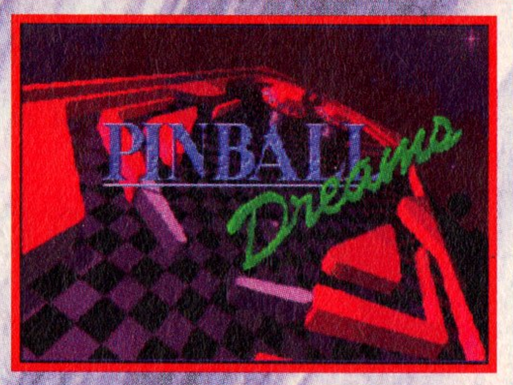
▼ There is a password system, and an easy

OVERALL 92

A lavish 'production' of mythic proportions, a divine platform adventure, and better still, it's no walkover.

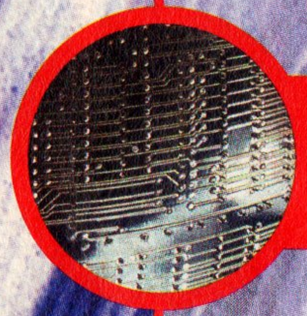
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY: GAMETEK**
- **PRICE: TBA**
- **RELEASE: TBA**
- **GAME TYPE: SIMULATION**
- **CART SIZE: 8 MEG**



GAME INFO

- **PLAYERS: 1/2**
- **CONTROL: Joypad**
- **GAME DIFFICULTY: Medium**
- **CONTINUES: N/A**
- **RESPONSIVENESS: GOOD**
- **1ST DAY SCORE: NOT MANY**
- **GAME ORIGIN: Conversion of the aged Amiga game of the same name. It's pinball, right?**

CONTROLS

- **HOW TO PLAY: Pick your table from a choice of four then spang your little ball around gaining points and bonuses. It's pinball, right?**

A	N/A
B	SPANG YOUR BALL
X	N/A
Y	N/A
L/R	L: N/A R: N/A
S	START: PAUSE SELECT: N/A

There I am, lying on a long, sandy beach in the Caribbean, sun beating down relentlessly. In the distance a woman appears, silver dress shimmering in the haze of the afternoon heat. She approaches. She's gorgeous. She opens her mouth to speak to me - but I wake up and I'm being spanged around a pintable at ferocious velocities. Pinball Dreams, eh? Okay, this is the worst introduction you've ever read, but you try introducing a pinball game. I mean, it's pinball - right? There aren't many of them around, and Pinball Dreams is the latest on the short list, courtesy of Gametek. But just how dreamy is it? Read on you spheres....

THAT DEAF, DUMB AND BLIND KID...

There is an astounding choice of four, count 'em, tables in Pinball Dreams. The first is "Ignition", based on the idea of space travel, rockets and that kind of stuff. There's plenty of opportunity to get high scores here, with special bonuses everywhere - keep an eye out for the Trip To The Sun bonus. The colours are nice too.

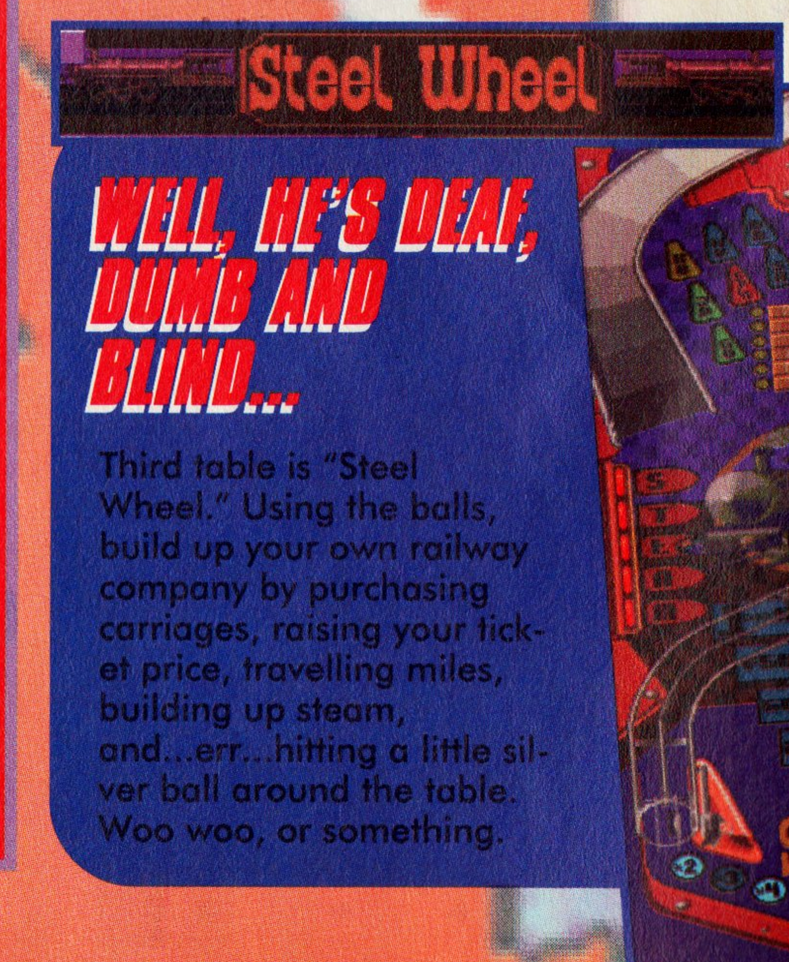
...SURE ISN'T VERY GOOD AT PINBALL!

Next up is "Beat Box", a kind of race to the top of the pop scene. Yes, here's your chance to be a pop star. Make records, videos, films and all that stuff, then climb the charts to reach the Number One in Europe and the US. Of course, this has nothing to do with pinball, but then again who cares?

COMMENT

ANDY

This is a very straight conversion of pinball, with none of the Jackie Crush-type hidden game and bonus malarkey which takes advantage of the fact that you're playing on a console and not really a pin table at all. But this is no bad thing. There are four tables on offer and none of them are a pushover. Also, the game features the most realistic ball movement I've seen yet. In fact there's little to really fault this on other than that the ball seems a tad on the small side, the flippers a bit weak sometimes, the gap between the flippers a bit wide and the fact that all the tables are a bit unimaginatively laid out. Hmm, that's quite a lot actually. But seriously, this is a good, no frills pintable game and if you're into this sort of thing then go for it with my blessing.



WELL, HE'S DEAF, DUMB AND BLIND...

Third table is "Steel Wheel." Using the balls, build up your own railway company by purchasing carriages, raising your ticket price, travelling miles, building up steam, and...err...hitting a little silver ball around the table. Woo woo, or something.

PINBALL DREAMS

COMMENT

TIM

Console pinball sims fall into two broad categories: very good or very crap. There's nothing in between, because the whole secret of their success lies in the realism of the ball movement and control. Get that wrong and you've blown it big time. Thankfully, Pinball Dreams is a very good pinball sim where an awful lot of time and attention has been placed fairly and squarely on the ball. If the same care had been lavished on the tables themselves, this game would have proved an absolute classic. As it is, your ball spangs realistically around tables you wouldn't realistically find in a pub or arcade because they're a bit too simple. That said, the game is still extremely playable and the simplicity somehow adds to the element because it's more difficult to rack up freak high scores and the total is a truer reflection of skill. This is not the most complex pin sim you're going to find, but I like Pinball Dreams. It's certainly no classic, but it's still one of the best pinball games you're going to find.

Nightmare

...SO WHAT DO YOU EXPECT??!!

The final table also happens to be the best: "Nightmare." There isn't really a plot to this table as such: simply race around, trying to reach the graveyard whilst advancing the clock to midnight by use of the time-ramps. The music is most atmospheric and the dark colours and general "mood" of the whole thing make this the best table - even if the setup is unoriginal.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	■
MONTH			■	■
YEAR		■	■	■

PRESENTATION — 75

▼ Very minimal, just a few company logos and who wants them?

GRAPHICS — 88

▲ Generally of a high standard. The pintables are clearly laid out and, most importantly, the ball moves very smoothly.

SOUND — 80

▲ Okay tunes, bumper noises and all that kind of stuff.

PLAYABILITY — 86

▲ Very playable. The ball logic has been worked out just right so that it moves fluidly and just as it would in the real thing.

LASTABILITY — 90

▲ It's pinball - if you like it you'll keep on returning to it just to better your scores.

OVERALL — 86

A solid, realistic, if slightly unimaginative pinball sim. Fans seeking the nearest approximation of the real thing need look no further.

SECONDARY COMMUNICATION

Knockout character,
punchy graphics
and a seriously
kicking soundtrack.

Nintendo®

TERTIARY COMMUNICATION

Ninvolving
Ninto the groove
Nintendo

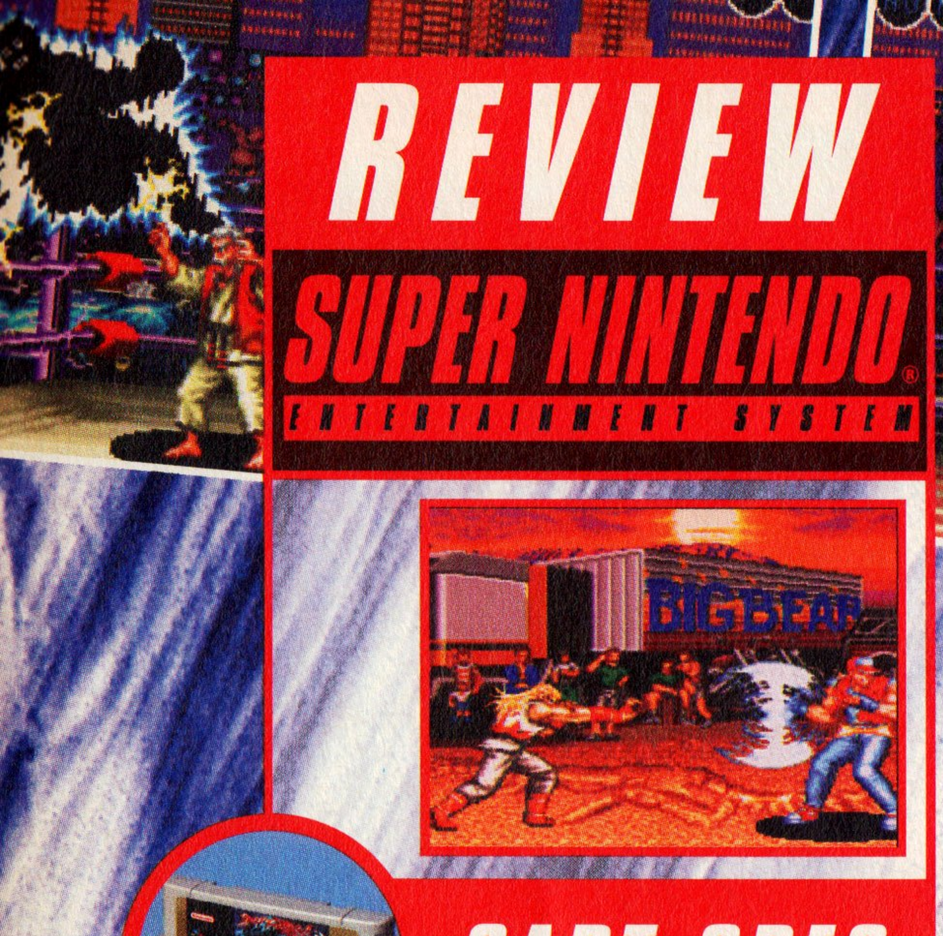
KAGING

Plok

Game around £40

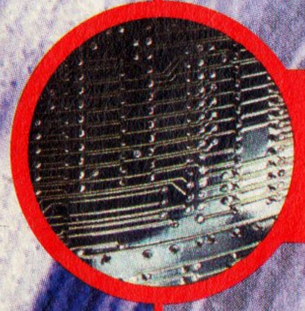
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** TAKARA
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** BEAT EM UP
- **CART SIZE:** 20 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Infinite
- **RESPONSIVENESS:** Quite smart actually
- **1ST DAY SCORE:** Complete on normal setting
- **GAME ORIGIN:** Fatal Fury 2 is the much improved sequel to SNK's competent Fatal Fury

CONTROLS

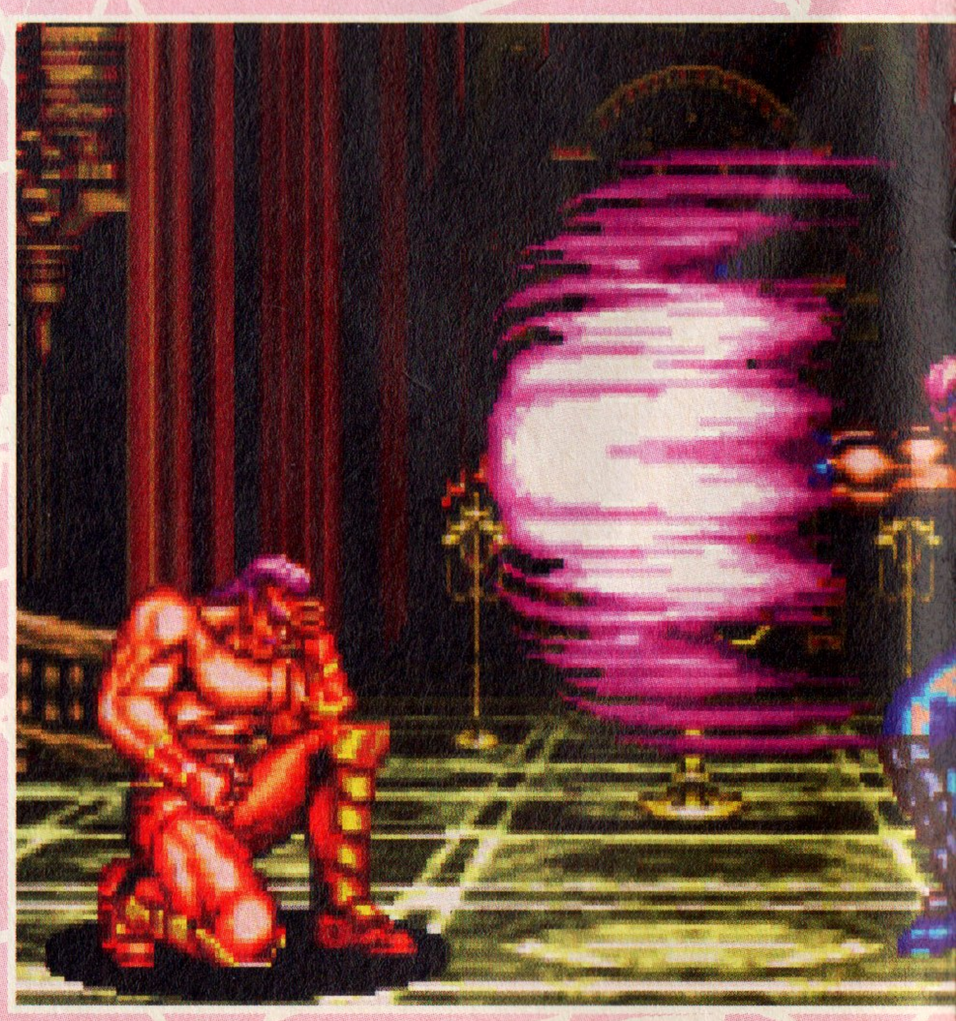
- **HOW TO PLAY:** Have Twinbee and/or Winbee Shoot and punch their way through seven levels of vertically-scrolling action.

A	HEAVY KICK
B	LIGHT KICK
X	HEAVY PUNCH
Y	LIGHT PUNCH
L/R	L: HIT OPPONENT INTO BACK R: MOVE INTO BACKGROUND
S	START: STARTS/PAUSES SELECT: NO FUNCTION

Wolfgang Krauser, once a lowly church steward, has taken to pumping iron and practising martial arts to better defend his faith. Now woe betide anyone who does not adhere to his beliefs! You see, Krauser is becoming ever so obsessed with his new fitness regime - refusing to let anyone darken his treasured chapel unless they are worthy enough to beat him in unarmed combat. Luckily news of this madness has already reached the cauliflower ears of Lone Wolves: Joe Higashi, Andy Bogard and Terry Bogard - three of the greatest martial artists the world has ever known. Certain that Krauser is taking things too far they are now determined to set him back on the straight and narrow.

Fatal Fury II stands as Takara's second attempt at justifying this popular SNK series on the Super NES. Control over the Lone Wolves is handed over to one or two players who may also lead a further nine outstanding martial artists toward a rendezvous with Wolfgang Krauser. Obviously the game is another challenger for the coveted beat 'em up crown. However the game is by no means a false pretender, pulls no punches and leaps from its corner fighting - hard!

▲ A load of old bulls.

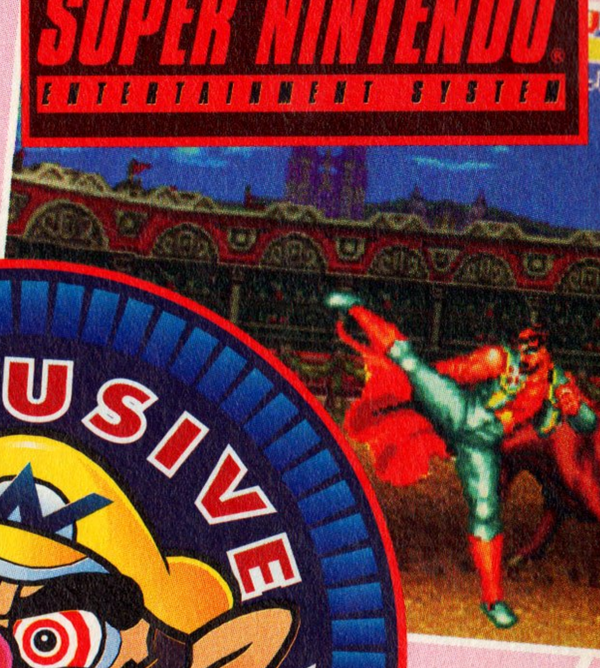


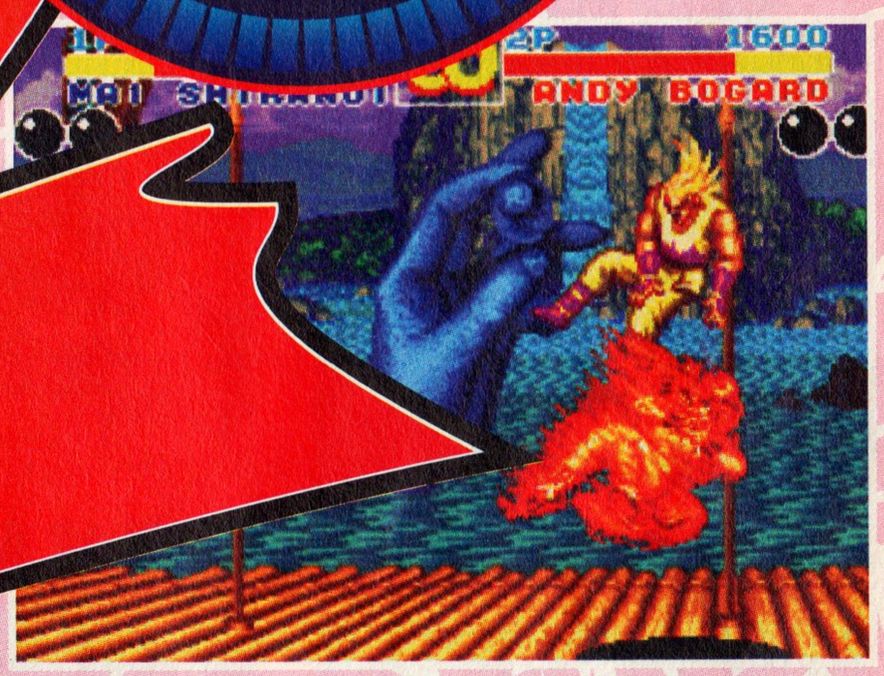
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

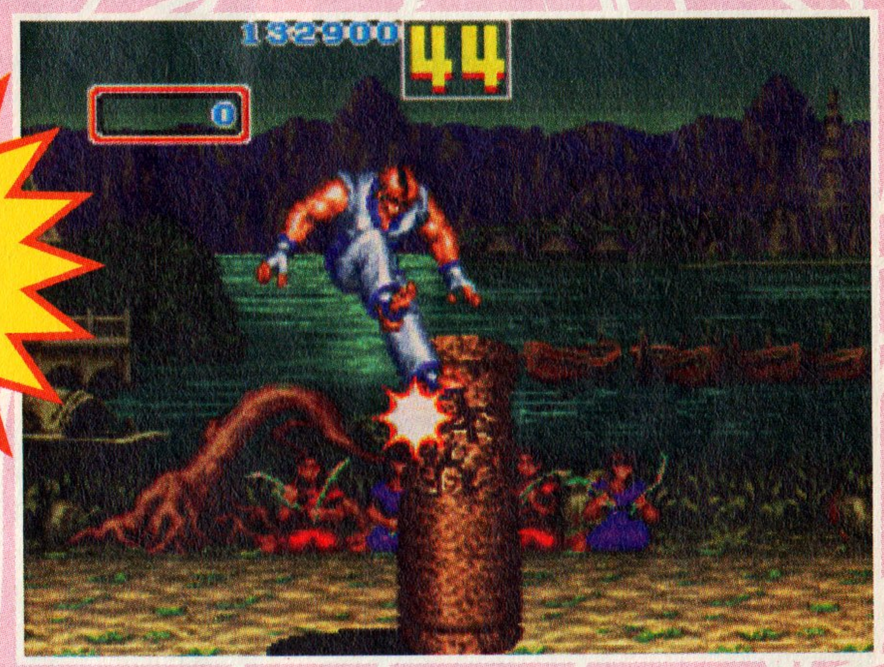
FATAL FURY

EXCLUSIVE FIRST LOOK





BONUS



STONY BROKE

In between beating the heck out of each other, the Lone Wolves and their associates enjoy paring blocks of stone down to size with their fists and feet. Yes, these men and women are so incredibly tough that not even solid stone is a match for their hardened extremities. Of course all eight fighters claim their skills are superior to the others so bonus rounds are provided to assert exactly who's master of the masonry. there are two variations: The first takes place in Thailand where a cylindrical pillar is reduced to rubble. England is the setting for bonus round two and sees great blocks of misplaced architecture falling on a fighter's head. Crikey, these kids sure know how to live dangerously don't they!

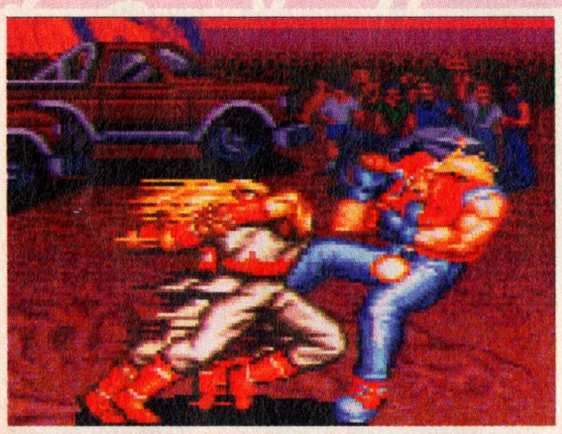
BONUS

▲ And another pizza delivery boy bites the dust for wearing some silly overalls, riding a rather sad scooter and having no change.

ANOTHER DIMENSION

A neat trick exclusive to the Fatal Fury games is a facility allowing fighters to leap into the background as an added tactical manoeuvre. Fighters left stranded in the foreground choose to play safe by staying put or risk a flying kick in the opposition's general direction. Otherwise the fighter who instigated the situation has a similar option of returning with a flying kick or remaining out of harm's way for a time.

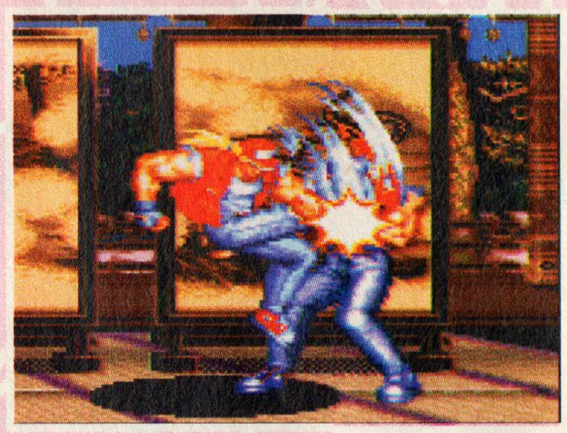
▼ SHOULDER THRUST



▼ FIREBALL

▼ WINDMILL PUNCH

▼ FLASH KICK



▼ BEAR BOMBER

▼ BEAR BASHER

▼ GRAND CANNON

▼ NAPALM

▼ TIGER KICK

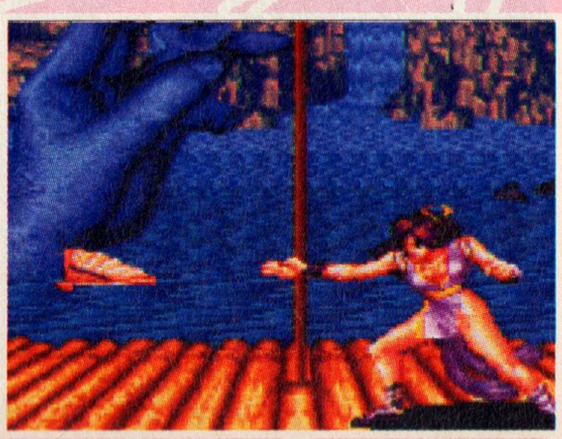
▼ JUBEI CHOKER

▼ SPINNING SLAM

▼ RUSH THROW

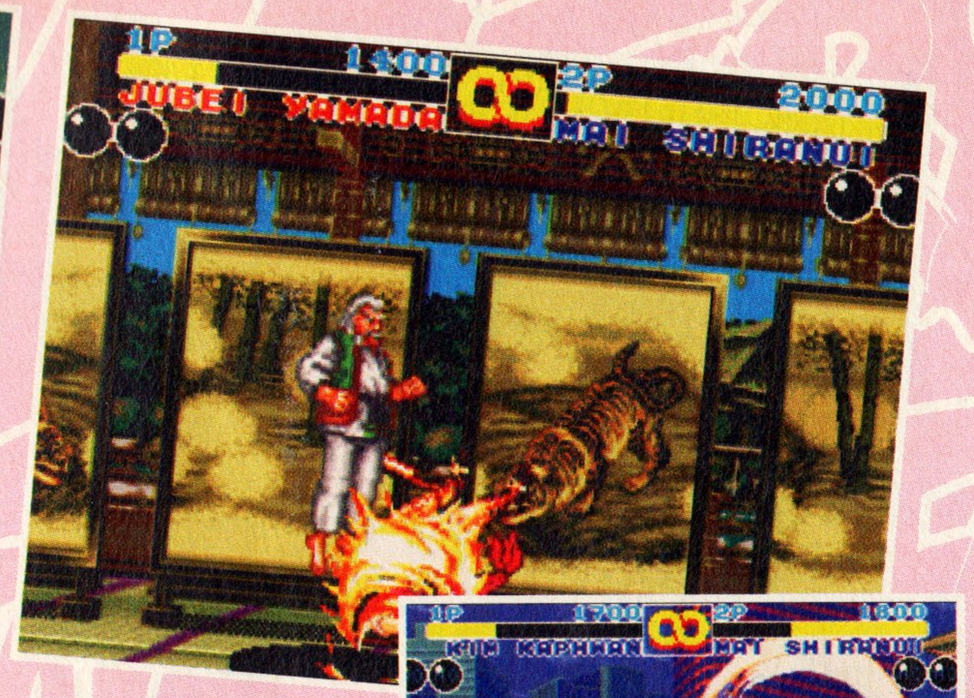
▼ MAI ROLLER

▼ FAN THROW



▼ SWAN DIVE

▼ AXEL DANCE



▲"Spirit Father of the Heavens, hear my humble prayer. Heed my desire and send forth your most furious fart with which to defeat my enemies..."

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

STRIKING WHEN DOWN

In most sports it is common for participants, upon reaching almost total exhaustion, to enjoy a burst of reserve energy. Referred to as a 'second wind' these brief adrenalin rushes enable victory to arise from certain defeat. All the fighters in Fatal Fury II possess secret special moves that are only possible when their stamina reaches critical condition. It takes great skill to execute them but, as you can see for yourself, they are absolutely blinding!

Big Bear: *The Bone-Crushing Beast* is the purveyor of a most complicated specialist attack. Though difficult to perform, Big Bear's flaming breath is worth the effort.

Andy Bogard: *The Baron of Bone-Breaking* suddenly turns on his opponent with a flying kick, wrapped in flames.

Terry Bogard: *Martial Arts Expert* Terry pummels the ground with his fist with a strike so mighty it causes fire to erupt from the earth!

Joe Higashi: *The Kick-Boxing Demon* lets loose a scorching whirlwind-uppercut that twists and burns his enemy like a hog on a spit.

Kim Kap Hwan: *The Taekwondo Genius* is second in speed only to the beautiful Mai Shiranui. His specialist attack is borne of this ability allowing him to employ a series of lightning combinations, thoroughly punishing his opposition.

Mai Shiranui: *The Enchanting Ninja Maid* is able to cloak herself in flame to become a human torch. This transformation is so sudden that it is virtually unavoidable.

Cheng Sinzan: *The Money-Grubbing Mauler* has powerful orb-like projectiles at his disposal no matter what the situation. However, when hard pushed, he is able to summon great spheres of electrical energy which he uses crush his opponent.

Jubei Yamada is preternaturally gifted in the martial art of Judo. His old age is proof of his survival skills and his is the most devastating of all special attacks in the game. Yamada takes hold of his prey and springs off the top of the screen with his opponent clasped firmly to him. The ensuing fall is met with an explosion as both Yamada and helpless foe hit terra firma. Crack!

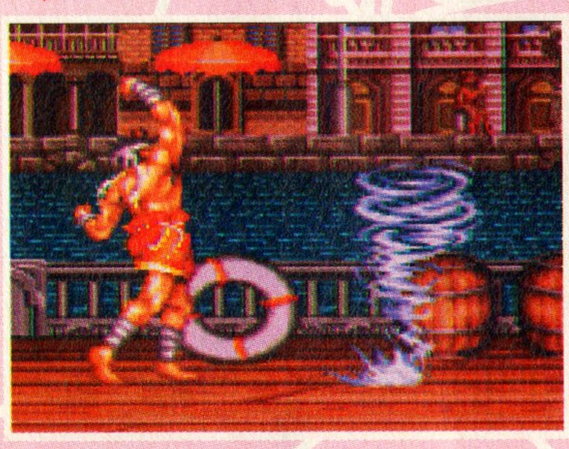
▼ BURN KNUCKLE

▼ LIGHTNING TACKLE

▼ POWER WAVE

▼ BELLY SPLASH

▼ TORNADO UPPER



▼ MACHINE GUN

▼ MOONSALT KICK

▼ TAP DANCE

▼ SHIN-ZO KICK

▼ KANE CHOKER

▼ BLOOD BREAKER

▼ COD PUNCH

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

COMMENT

ANDY

There's always been something of a glut of beat 'em ups for the Super NES. Sadly most of 'em have been crap, so it comes as something of a surprise when this one turns out to be pretty fab - I mean, the original Super NES Fatal Fury was a crock of old trousers and I wasn't expecting this to be any different. But this is great, much closer to the SNK version with all the moves, extra characters, a great boss cheat and a couple of special modes, neither of which were in the the arcade version. Best of all, though, is the enormously improved gameplay. Everything about it is great, then, apart from the fact that the graphics and sonics have been necessarily down-graded - well, the arcade version was about four times the size - the only other thing is that it's all pretty unoriginal these days. Never mind, it's still good and well worth a gander for those of you who can't stomach the thought of buying anything to do with the Turtles.

COMMENT

PAUL

Though the Super NES is fast becoming overcrowded with super-human warrior types there is room for another twelve of this dynamic standard. Takara have vindicated themselves totally with this - a far superior sequel to their rather tawdry translation of the original Fatal Fury. Whilst lacking the visual impact of the SNK coin-op this conversion defends itself well with precision gameplay and even throws a few surprise punches into the bargain. These are presented in the form of a knockout tournament ('Battle Royal') and vs ('Street Fight') option, both of which extend the cart's lasting appeal beyond that of the standard Champion Battle game. Don't forget this is a compact 20 Meg alternative to a monstrous, not to mention expensive, 160+ Meg PCB/ Neo Geo product. So when it is discovered that the gameplay is slightly improved with the aid of more opportunity for combos, there's much cause for excitement! Yes the presentation lacks lustre with room for improvement to both visual and sonic appeal, but this is still one of the best beat 'em ups available.

MIND YOUR BACKS!

There are three stages of the game in which the background/ foreground tactics are not possible. They are: Billy Kane's pad near London Bridge, Axel Hawk's electrified boxing ring and Laurence Blood's Bull-Fighting arena. In all cases any contact with the background results in terrible injury. In the first instance the cogs powering London Bridge turn and churn fighters into a mangled mess. The results of leaning into electrified ropes surrounding Hawk's killing floor are self evident and stampeding bulls found in Bloods territory are best left to rush wherever they will. This might seem to restrict the action a little but is actually not the case. Use of the L button when fighters are in close proximity of each other results in one or the other being tossed mercilessly to whatever fate awaits them in the background.

▲ And could this be it? Could we be watching the winner of this year's Fatty hurling contest? Just look at that flab fly!

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RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK			■	
MONTH			■	
YEAR				

PRESENTATION — 81

▲ Trim and functional like any competent fighter, with just enough glitz to make the game attractive.
▼ No special effects or particularly striking elements to grab the attention of the 'seen it all before' brigade

GRAPHICS — 86

▲ Characters with strong identities are rendered well, moving stylishly against distinct and varied backdrops.
▼ The fighters are miniaturised versions of the SNK originals and detail suffers as a result.

SOUND — 78

▲ OK tunes back the action satisfactorily. Exciting use of sampled speech - standard beat 'em up fare really.
▼ The speech sounds muffled and the music is just average when all's said and done.

PLAYABILITY — 90

▲ Incredibly this conversion plays marginally better than the original SNK coin-op!

LASTABILITY — 85

▲ A cult, two-player beat 'em up with enough lasting appeal to carry it along until the next one happens along...

OVERALL — 88

A surprisingly excellent conversion of a respectable coin-op. A really tasty slice of beat 'em up history to own.

CHRISTMAS CRACKERS

Join Franky for more madcap adventures!
- 20 huge levels including 4 bonus levels all on a massive 8 Mega bit cartridge.
- Also coming soon for the Nintendo Entertainment System.
- Out Now! – Dr Franken 2 for Nintendo Game Boy.

© 1993 Motivetime Ltd.

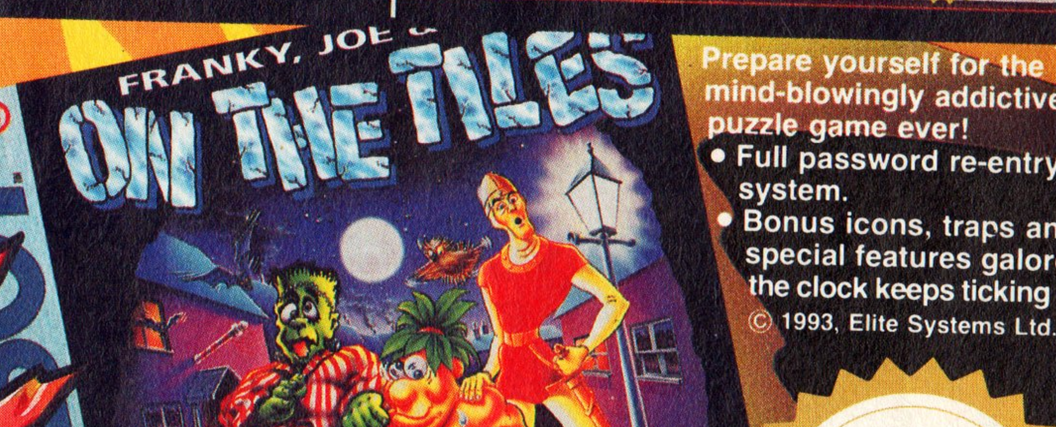
More madcap adventures with Franky!

Join Freddie and Frankie for the adventure of a lifetime!
- Programmed on a 2Mb cartridge (2 to 4 times the size of most Game Boy game cartridges!).
- Huge playing area of 790 screens.

© 1993, Elite Systems Ltd.

Fantasy role playing at its best!
- One of the biggest role playing games ever created, programmed on an 8Mb cartridge and including battery back-up.
- With 16,000 3D locations.

© 1993, New World Computing Inc.



Prepare yourself for the most mind-blowingly addictive puzzle game ever!
- Full password re-entry system.
- Bonus icons, traps and special features galore and the clock keeps ticking away.

© 1993, Elite Systems Ltd.

Original Nintendo Seal of Quality ™

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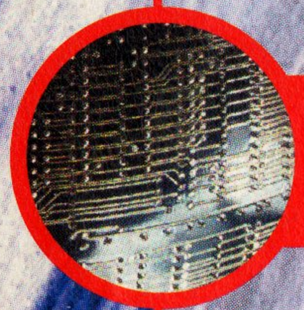
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** SONY
- **PRICE:** £44.99
- **RELEASE:** TBA
- **GAME TYPE:** ADVENTURE
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** PASSWORD
- **RESPONSIVENESS:** GOOD
- **1ST DAY SCORE:** KILLED LOTS OF TROLLS
- **GAME ORIGIN:** Equinox is an isometric 3D adventure, quite rare on the Super NES.

CONTROLS

- **HOW TO PLAY:** Guide your hero around the playfield, solving the puzzles and getting rid of enemies.

A MAGIC

B JUMP

X NOWT

Y ATTACK

L/R L: REVOLVES MAP
R: REVOVES MAP

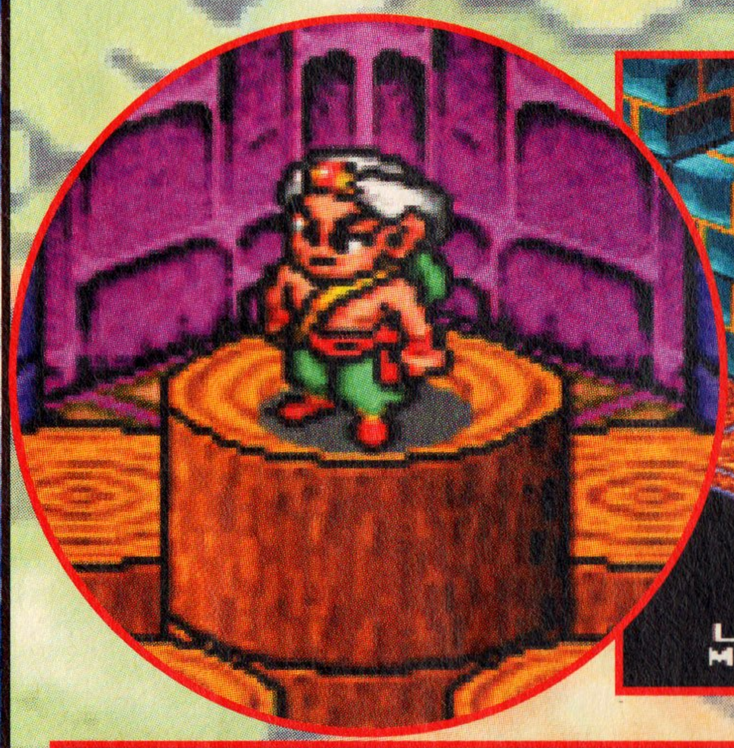
S START: PAUSE/QUIT
SELECT: INVENTORY

There's something that most people in this world don't realise. Despite their veneer of hard-hitting journalism and respectability, this dimension's TV documentaries are, in fact, run by a sinister cabal of evil magicians from another space. World in Action is merely the English pronunciation of the Warlock Asf-Igbeohg moniker, and is a front for his activities in our time, although with his bay window and crap pony tale, Asf-Igbeohg is a dead ringer for a TV producer anyway, so no-one's going to notice. By far the most deadly investigative programme, though, is Channel 4's innocuous-seeming Sunday night effort - Equinox.

Set up by the Demonic Alliance of Damned Souls, Fallen Angels and People Who Send Their Home Videos into You've Been Framed, this oft-times banal filler actually broadcasts subliminal messages to the audience - and not just "Make a cup of tea during the adverts" or "Turn over to something better" either. Luckily, to save us from another report on the Bermuda Triangle, something is afoot in the kingdom of Frank which might just work.

Jimmy the Arabian Elf has recently embarked on a quest to destroy the evil Trade Union of the macarbre, and our fate rests on his sylph-like shoulders.

Equinox



▲ Aha! So that's where my green handkerchief has been all this time.

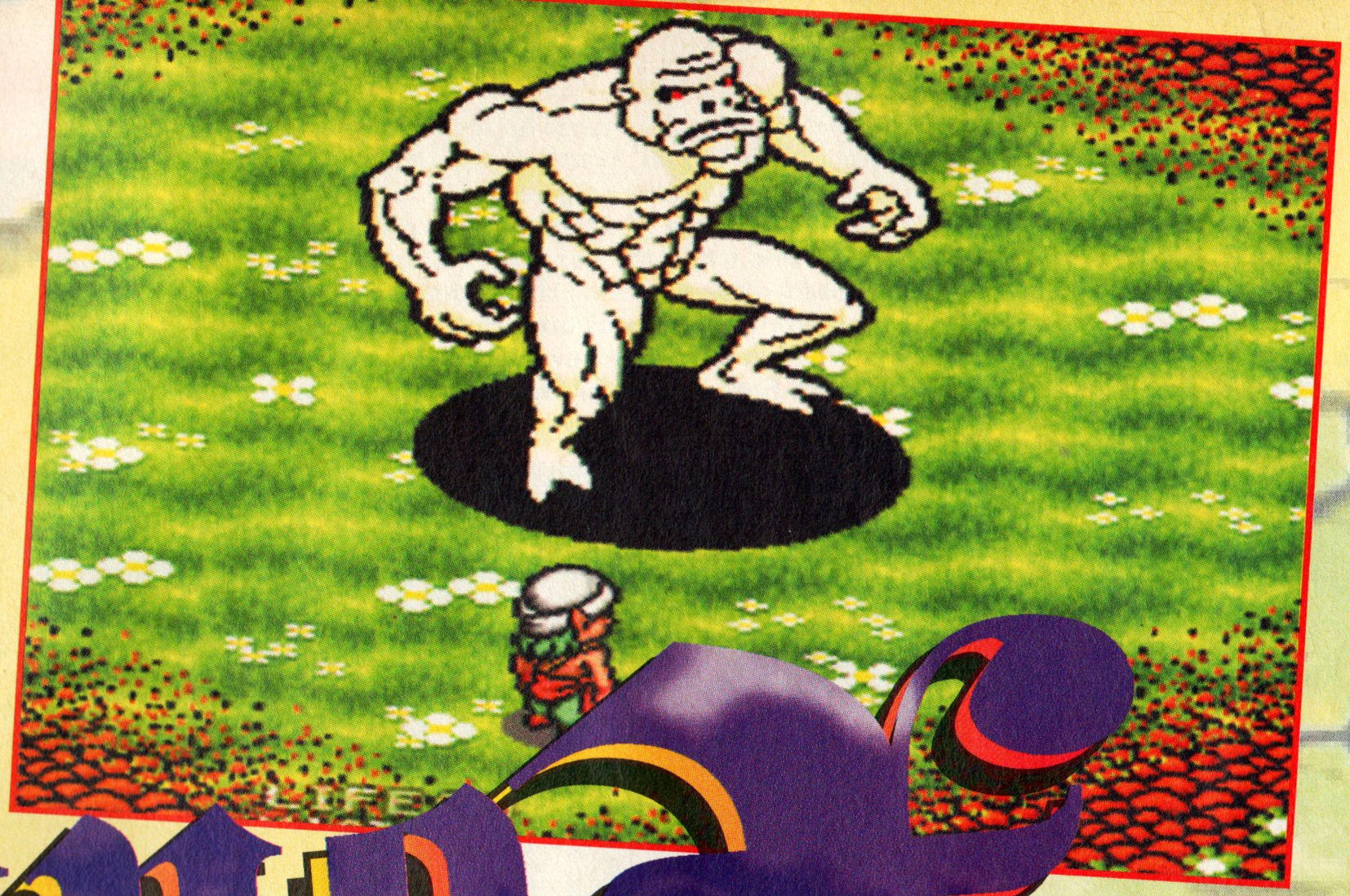
DON'T YOU JUST LOVE BEING IN CONTROL?

Despite the plethora of puzzles in Equinox, the first obstacle the player has to overcome is the rather odd control system. Rather than use a directional control system (ie press up for up etc), the programmers have decided to twist the joypad to follow the isometric perspective. This means pushing up causes Jimmy to move right, and pushing left moves him up. Unless you're facing in a different direction, in which case everything changes around and you've got to work it out all over again. Whilst the logic of this system is quite apparent, the application of it does take some getting used to.

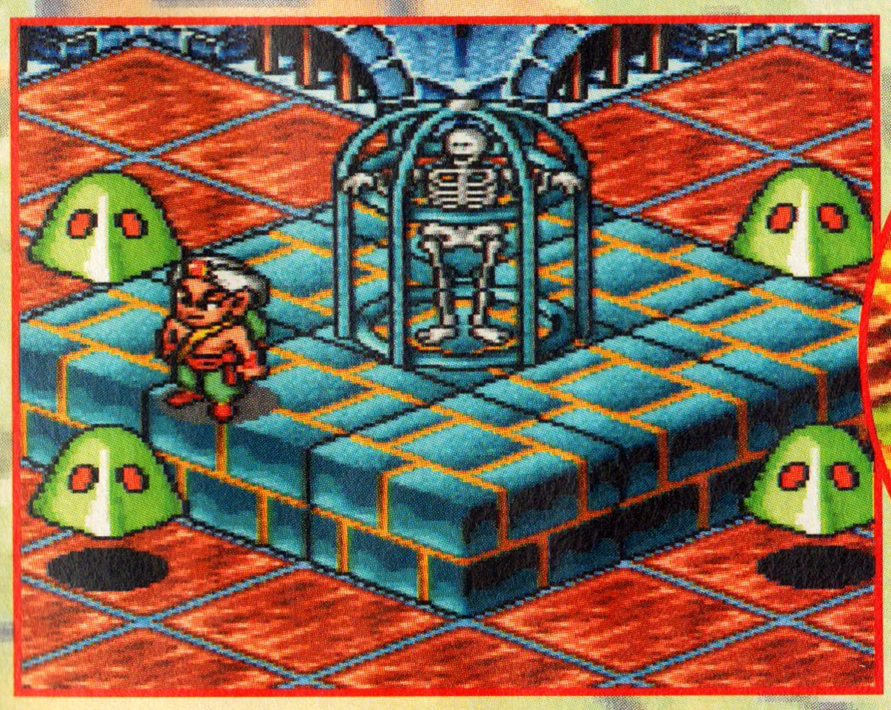
REVIEW

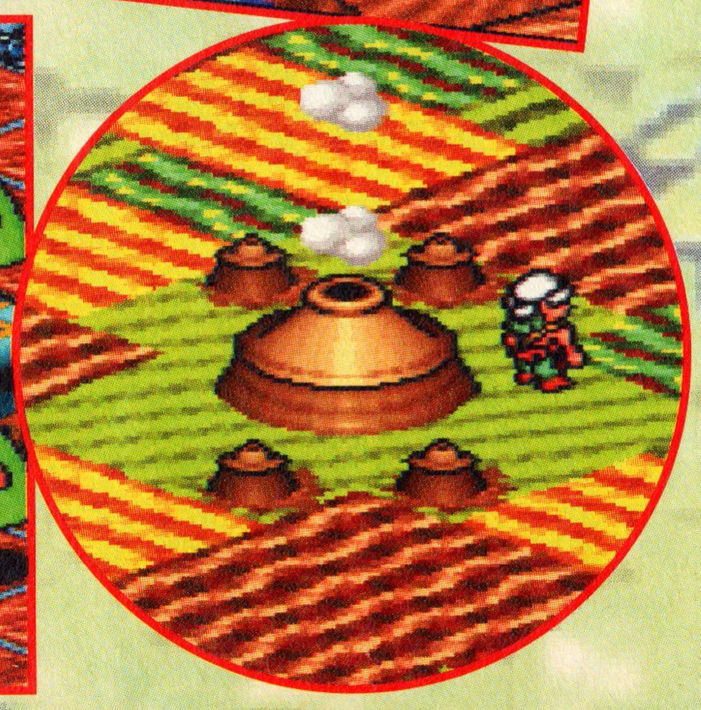
SUPER NINTENDO ENTERTAINMENT SYSTEM

Equinox



▼ Oi mate, I don't want to alarm you but...





GOT A ROVING DEATH BEAST

Being a vast and powerful organisation of supernormal vileness, it's only natural that Jimmy's enemies pit some powerful foes against him. However, just to supplement their standing guard of nasties, the DADSFAP-WSTHVYBF employ legions of creatures to patrol the wilderness. At the beginning of Jimmy's adventure, these are pretty unscary things like giant bats and rock trolls ten times Jimmy's size. Actually, they're not unscary at all, quite the opposite, in fact - they're dead scary. But comapred to some of the horrors our poor pal has to face once he's grown in power, they're a walk in the park.

COMMENT

Adjusting to the idiosyncrasies of isometrically viewed games is always tricky since there aren't many of them in existence - unless, of course, the ones available for Sinclair's Spectrum are included. So the arrival of such a product onto the Super NES is guaranteed scepticism from people whose game libraries consist of nothing but predictable shoot 'em ups and/ or platform games. Even the majority of RPGs share the same approach these days so Equinox's quirks make for a welcome change; especially since the game achieves what programmers of this genre have been trying to perfect all along. It's visuals are of the highest quality, lending the game a tremendous atmosphere which the ease of gameplay makes it possible to become completely overcome by. A stirring soundtrack compliments the game so completely too. Equinox offers something very different, is a high class title and highly recommended.

PAUL

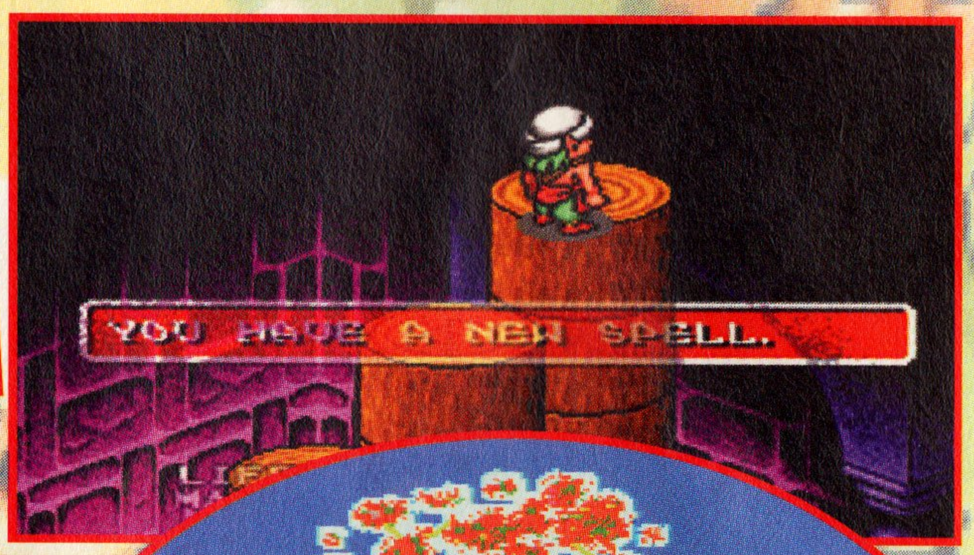
REVIEW

SUPER NINTENDO® ENTERTAINMENT SYSTEM

ANNE ROBINSON AND BARRY TOOK

As Jimmy trundles over the landscape, you could be forgiven for thinking he's actually a giant monster himself, rather than a gentle, waif-like elf. However, his gargantuan size is merely a computer illusion, allowing you to see just where on the large-scale map the lad really is. Once he encounters one of the many domiciles or bridges or whatever set around the scenery, the action changes to an "actual-size" type view, and whilst the controls remain the same, things are seen in much more detiail. This is the view used when exploring the underground caverns and dwellings of the unholy, and is also the only time Jimmy's weapons are activated. When Jimbo encounters a roving monster along his travels on the big map, the viewpoint changes to the close-up, where you must decided whether to have our hero fight or flee, by legging off the bottom half of the screen.

▲ Now, where did I leave those eight spikey balls?



▲ Yes, collectors of said potion will indeed find that their magic is duly increased. Thankyou.

NOT A LOT REVISITED

Being your average fantasy RPG character, Jimmy is no ordinary extraordinarily young turban-wearing pointy-eared saviour of the galaxy, oh no. He actually possesses acute magical powers. Well, actually, we're lying. And indeed, so was he when he told his Grand Master at Wizard school that he knew what he was doing. Fortunately, though, his foes are rather slack at housekeeping, and tend to leave the potions they use for topping up their abnormal powers simply lying around. They are, however, usually sensible enough to keep them out of the reach of children, so Jimmy has to negotiate a horrible series of obstacles, monsters or jumps every time he wishes to upgrade his magical prowess.

▲ My god! I've got athlete's foot!

CHOMPING UP AND DOWN

Along with his spell-spinning skills, Jimmy also possesses a pair of legendary Seven League Boots. At least, he thinks he does, but he was actually duped in Honest Greg's Magical Emporium, and they're only really half-league boots. They do, still, allow our elfin adventurer to leap tall distances in a single bound. Whilst on the large-view map, Jimmy doesn't appear to jump all that high, but - hey presto! - once the proportions change and you're in the more intimate suroundings of the small view, Jimmy's true jumping expertise is unveiled. How very clever.

▲ Hmm. If I'm not mistaken this is an Abyssinian Larch. Lovely foliage.

COMMENT

RAD

Unfortunately for the progammers of Equinox, people have been trying this sort of business ever since the release of Zelda 3. Full marks to them for really trying to break the mould and do something different with the genre, but all they really did was messed things up with the control system. The problem is that although the game is very big, detailed and in-depth, the controls aren't nearly instinctive enough, which means that you've actually got to purposely think about which direction you're going to press the joypad and not just do it - a gap in time which leads to zillions of frustrating deaths. If you've got the patience to deal with something like that, then hooray for you and you'll probably think Equinox is great. If, however, you'd rather spend your time wondering how to solve the puzzles rather than how to actually get to the puzzles, go for something like the excellent Soul Blazer.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION

80

▲ Three difficulty settings, continue option.

▼ No password system

GRAPHICS

89

▲ Weird and groovy sprites, smooth animation.

▼ Serious sprite flicker at times.

SOUND

91

▲ Excellent techno beat tunes (boyiee), good blasting sounds.

PLAYABILITY

86

▲ Jimmy responds well to commands. His adventure provides a rewarding, often exciting, experience.

▼ Suffers from bad slow down at times.

LASTABILITY

82

▲ The difficulty level prolongues the game's life.

▼ Frustration with the slowdown is off-putting.

OVERALL

87

A good example of a well-used formula. The difficulty makes it challenging but the slow down is a problem.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

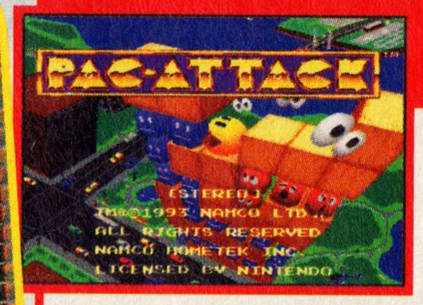
PAC-ATTACK

Pac-Estates construction site is at a stand still, with workers complaining that they've all seen ghosts. As Ghost-busters exist only in the cinema only one very real hero of the early eighties can swallow this problem whole. Cue the return of Namco's foremost video-game personality - Pac-Man!

Paccers is offered all he can eat as reward for keeping Pac-Estates clear of ghosts. By scoffing them all he clears the way for lines of girders to form, enabling construction to continue. There are three game types in all: The first is a Tetris-style puzzle-game in which progression is made by amassing as many lines as possible, employing Pac-Man to gobble the ghosts.

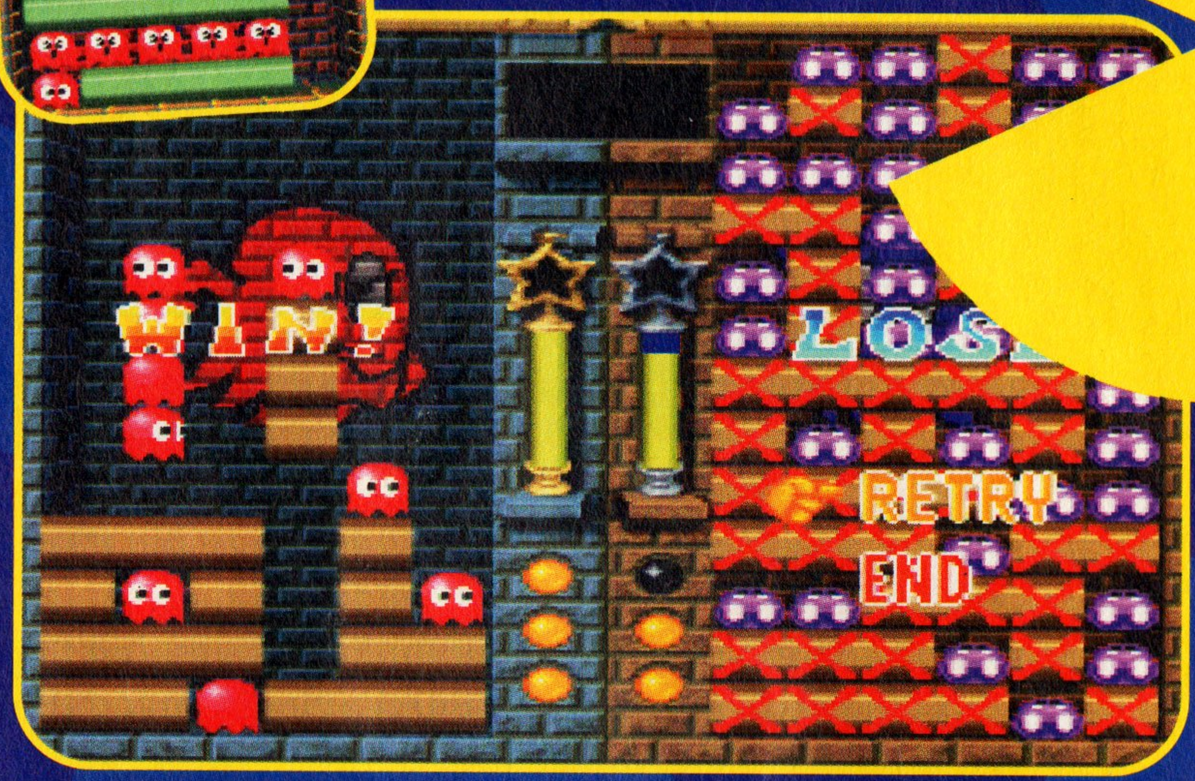
Two players are catered for with a versus mode, with friends pitted against each other in a race to win three games. Obviously such competitions become more exciting as a player's skill increases. A good training ground for the first two options is found in the last variation - a puzzle game, reminiscent of the one seen in Yoshi's Cookie. This serves as a progression through increasingly difficult, single-stage challenges in which the number of Pac-Man's appearances is limited.

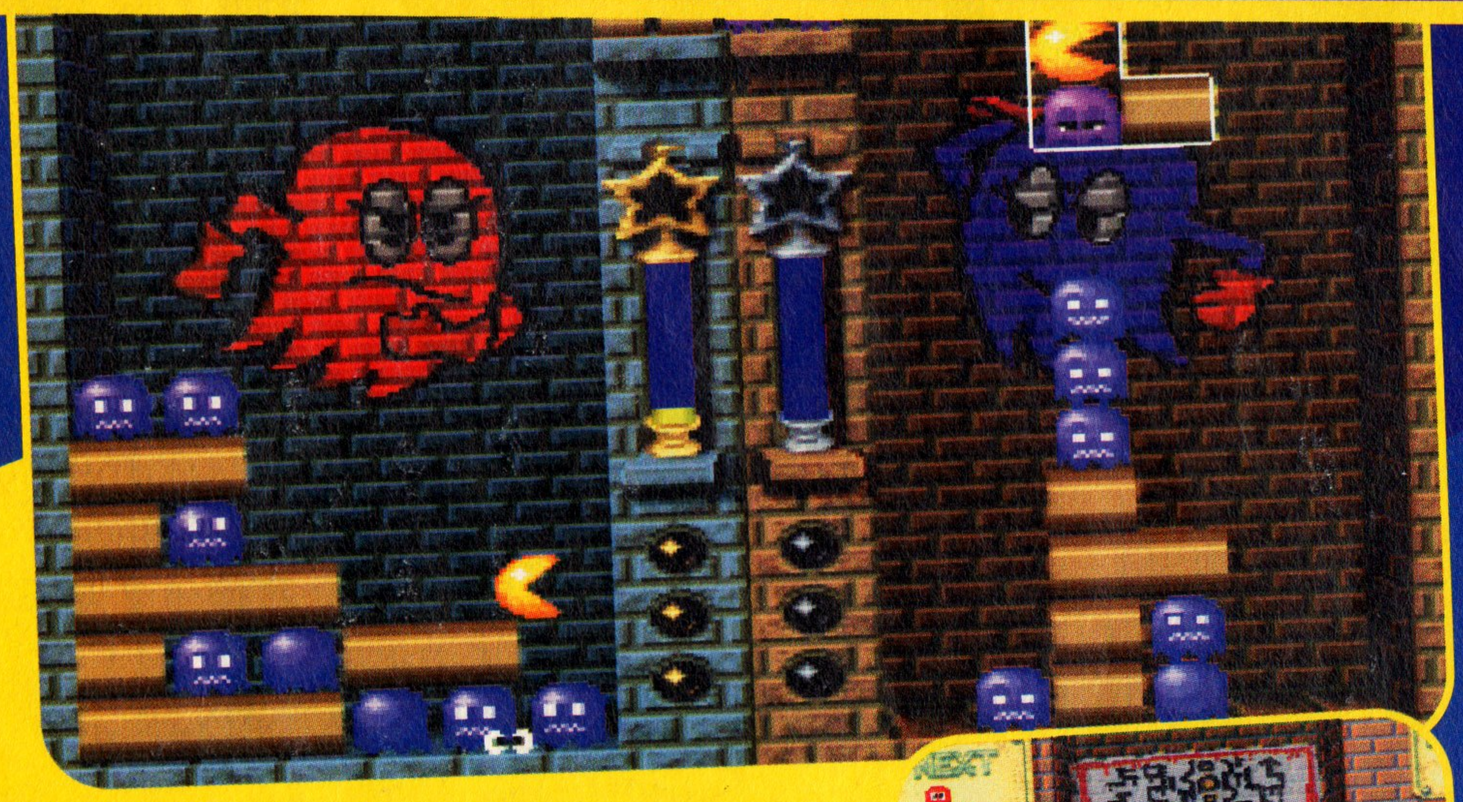
Namco present Pac-Man well inside a genre suffering from lack of glamour. How much this appeals to those who are happy with just one mind-boggler in their collection is uncertain.



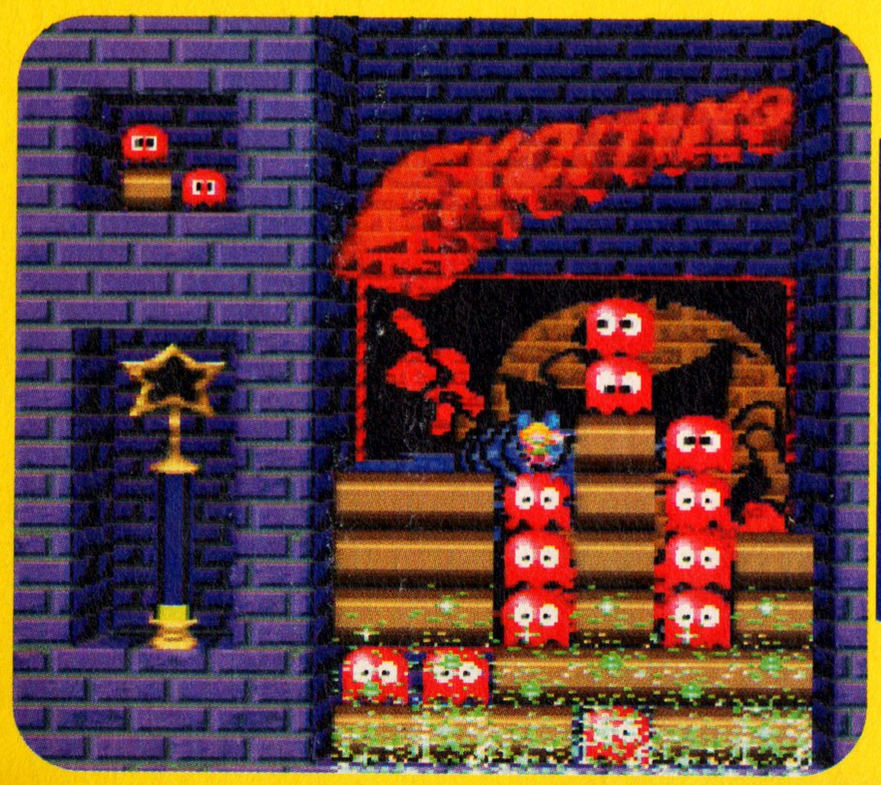
CART SPEC

- BY: NAMCO
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PUZZLE
- CART SIZE: 8 MEG





▼ Honestly, it iiiiis exciting, cos Pac-man says so!



RATINGS

PRESENTATION — 79

▲ Pac-Man. is a cool choice as the host of a puzzle-game.

GRAPHICS — 78

▲ All screens are bright and colourful with clear definition all round.

SOUND — 78

▲ Funky remixes of the classic Pac-Man.

▼ They become repetitive in no-time.

PLAYABILITY — 83

▲ Interesting, fun and testing.

▼ More a time-killer than a killer game.

LASTABILITY — 80

▲ Has the potential to entertain forever.

▼ Not enough depth to warrant this really.

OVERALL — 81

A good title with some refreshing ideas; fluid control and a great host (Pac-Man).

NHS

You're stuck, aren't you? Come on, admit it. You haven't a clue what to do and there's no hope on the horizon. You're stuffed, and at long last NHS is here - complete with the infamous Paul Davies' Small Tips and player's guides to the likes of Zombies and Troddlers. Also, we proudly present the continued wonder of our exclusive Game Boy Zelda Guide. Thank goodness, thank heavens, thank NHS!

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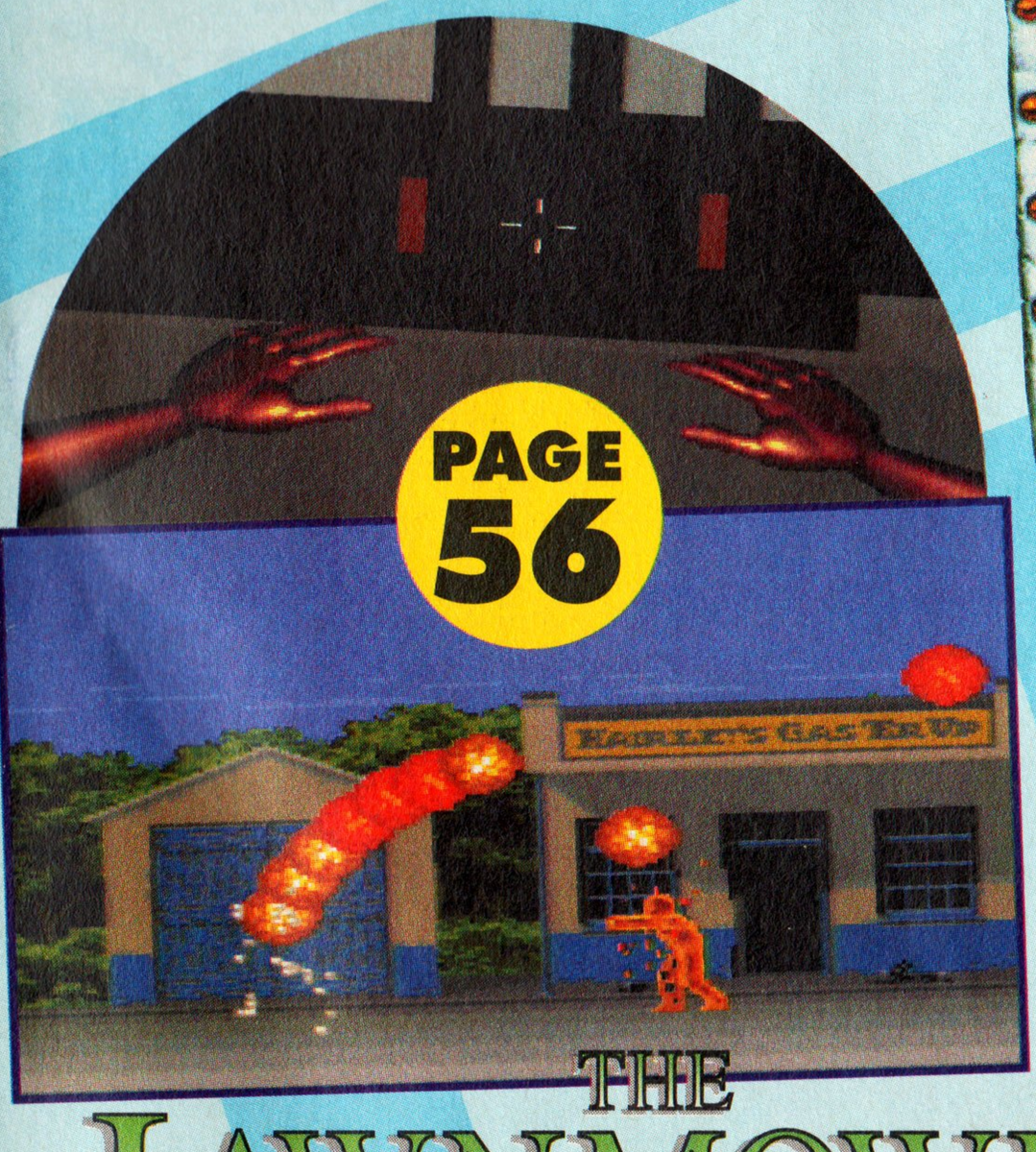
SMALL TIPS

ZOMBIES
PAGE 58

ZELDA
PAGE 62



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THE LAWNMOWER MAN

PAUL'S SMALL TIPS

WIN! FREE KONAMI GAMES!

Mad scientists are abandoning their laboratories, their sinister designs foiled. The evil masters of a thousand alien colonies are eating humble pie. Why? Because you lot are coming up with the hints and tips humankind so desperately requires. Congratulations everybody, and keep 'em coming. If you want the inside info, you know NMS is the place to be - with all the greatest cheats in the known universe and, of course, the man known and feared by evildoers across the cosmos - the one and only Paul Davies. Remember Konami are offering TWO GAMES OF YOUR CHOICE for the best entries each month, and everybody else gets Paul's heartfelt thanks in that special, caring way. So, no more mucking about. Fire off those tiplets and you could win the goodies. The address is: GIMME! GIMME! GIMME! I WANT! I WANT! I WANT!, NMS TIPS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.

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SUPER NINTENDO® ENTERTAINMENT SYSTEM

AERO THE ACRO-BAT

LEVEL SKIP

Aero stars in a tough game, so it's useful having this level skip cheat lying around in case of emergency! James Graham from Sudden (where on Earth is tht?) provides the details: At the options screen press DOWN, A, DOWN, Y, DOWN, A, DOWN and Y. A bell rings to indicate that the cheat is working. Now, at the very beginning of the game as Aero falls from the sky pause the game. Press UP, X, DOWN, B, LEFT, Y, RIGHT, A, LEFT BUTTON, RIGHT BUTTON and SELECT. This takes Aero through to the next level!

EXTRA WEAPONS

BOB? *BOB?* Oh BOB!. That BOB! Electronic Arts' BOB no less. Blimey we'd almost forgotten about him - poor electronic soul! well BOB's mate Rob, he of the Solihull West Midlands persuasion, has this code which provides nine remotes and a full quota of weapons. It is: 196420. Coo!

GOOF TROOP

LAST LEVEL WARP

Ben Pilgrim from Wolverhampton is the only person to have written in with any help for Goof Troop. A bit odd really, considering it's such a smart game. According to Ben, inputting *Banana/Cherry/Green gem/Red Gem/Banana* Takes Goof and Max right to the last level of their rescue mission.

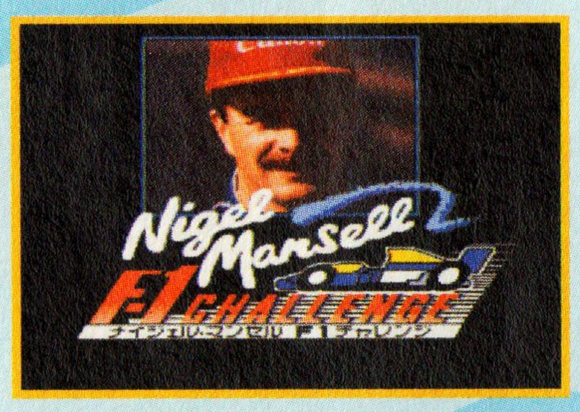
MECHWARRIOR

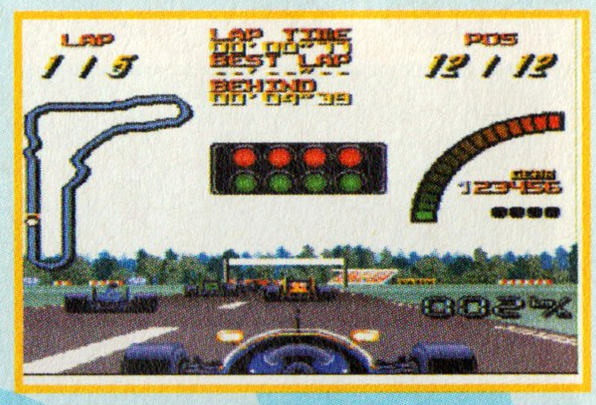
INVINCIBILITY

That lazy Daniel 'Magic E' Boutros can't even be bothered to find a pen, so we're left squinting at his file-paper full of faint pencil scribblings! However, he does offer an invincibilty cheat for Mech Warrior and it's a bit complicated: Choose START GAME, highlight the third option and press B. On the next screen choose whatever you want (mine's a Rolex watch) and exit. The previous screen re-appears along with a new option. Choose this and start the game. At this point pause the game and press A, L, L, Y, A, L, L, Y, A, L, L, Y and life eternal should be yours.

NIGEL MANSELL

CHEESE WIN



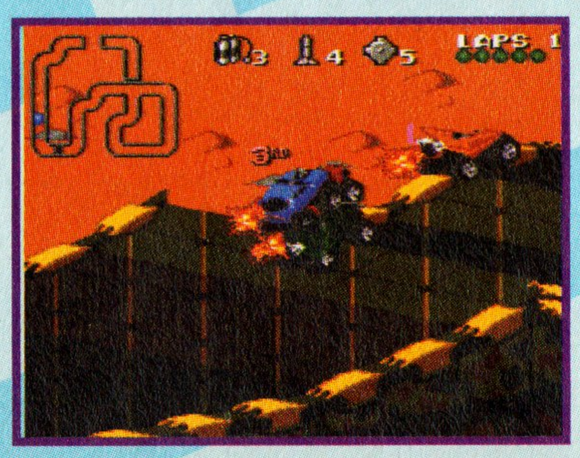


Once again James Graham steers us all to safety with this piece of advice for Nigel Mansell's Grand Prix. Rather than speed around the track as fast as is Manselly possible, have the man drive fairly slowly for the majority of the race. By refraining from taking the lead it is possible to easily overtake the leader during the final lap.

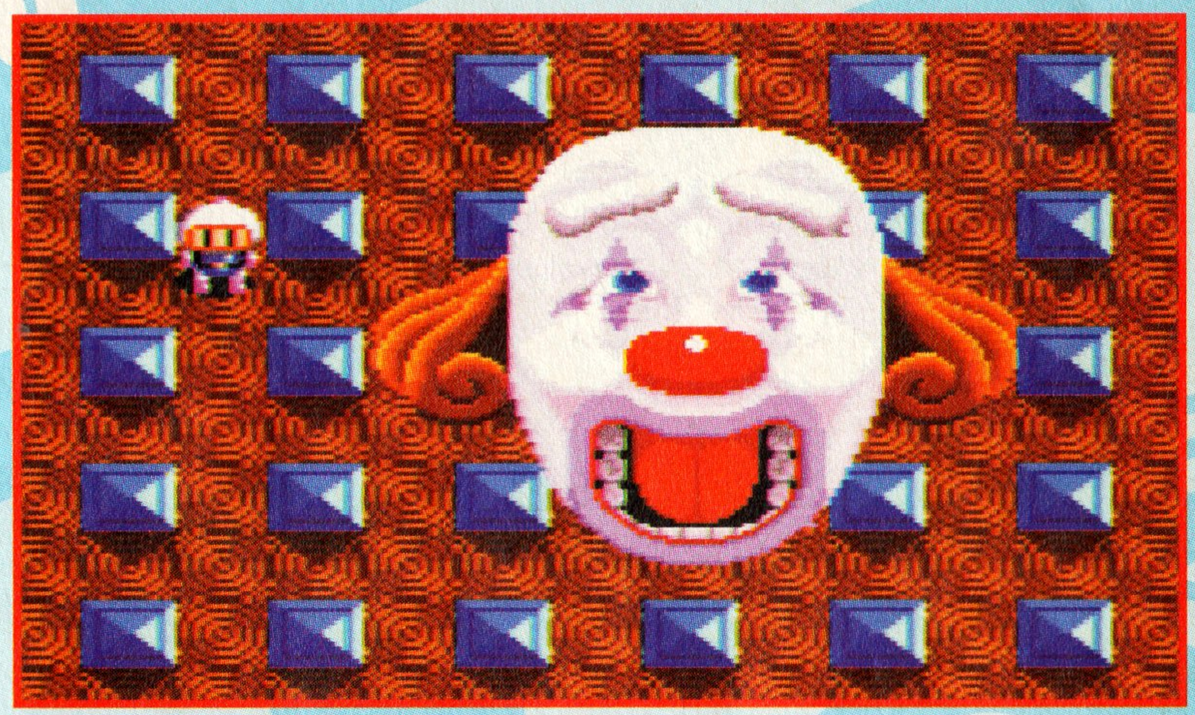
ROCK N ROLL RACING

RACE AS A VIKING!

Two cool cheats for Interplay's outstanding Rock and Roll Racing. Believe it or not Olaf, he of Lost Vikings fame, is selectable as a character! Yes, by highlighting Tarquinn and holding the R, L and SELECT buttons press RIGHTon the D-pad until Olaf's portrait appears. Also, all of Larry's sayings are previewable by highlighting the Larry option and pressing the L or R button. Thank you Interplay.



BOMBER MAN '93



SHRUNKEN BOMBERMEN, LEVEL CODES AND CHEATS GALORE!

CRIKEY MOLEY! APPLES AND PEARS! FLIPPIN' RUDDY 'ECK! All of a sudden the entire world's gone Bomberman barmy, and we're getting sackloads of stuff for this topmost of bomb blasters. Here we present the cream of the crop, giving you just about everything you need to get the most out of the game. Bombs away!

SHRUNKEN BOMBERMEN

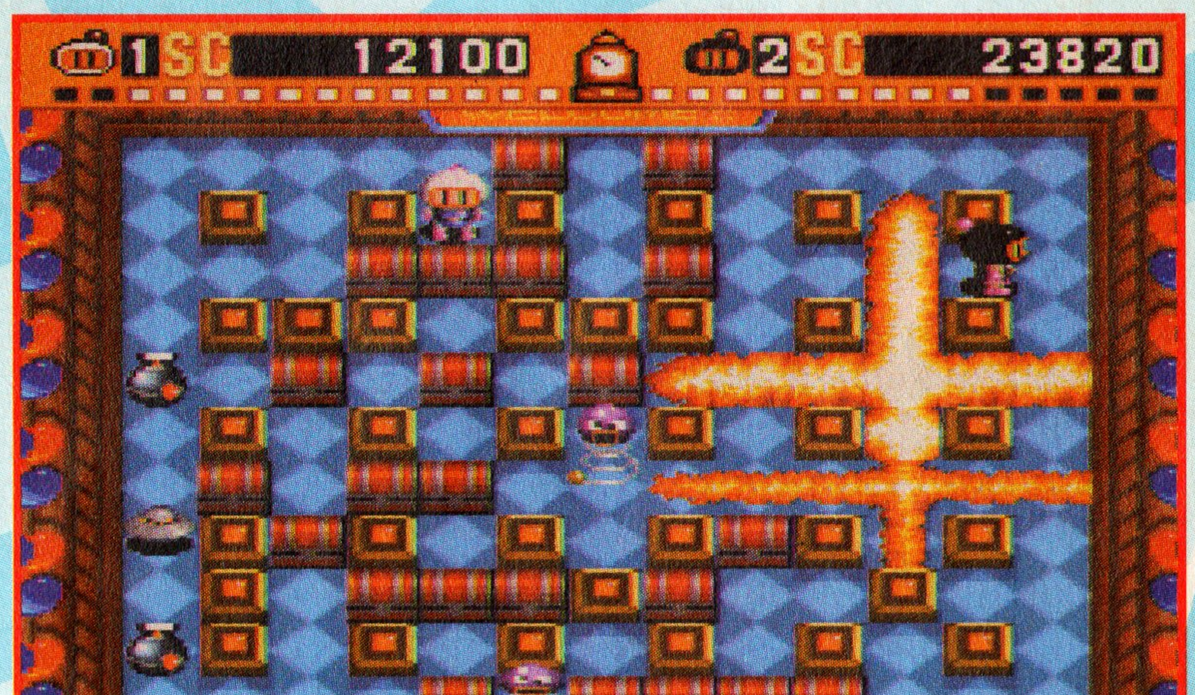
Just novelty cheats these. They may not be very useful, but they are an enormous laugh! Input the passcode 5656 and Bomberman starts the game as a shrunken version of his former self! Meanwhile, a sound test is accessed from the title screen by pressing the R button of a joypad nestled in the fifth port of a multi-tap. Thanks to Caroline Stokes at Sony for giving us that top inside info. Remember, you read it here first!

LEVEL CODES

Level codes: Not surprisingly many readers are hurriedly leading Bomberman through his mission and furiously scribbling the pass-codes down along the way. Equally unexpected are the amount of letters received by the NHS featuring the same. Responsible for the following list of codes are Andy Ayres from North Walsham, Martin Elliot from Angmering and Ravi Nischal from Ilford. Bombs away!

Level 1-7: 4532
Level 2-7: 0034
Level 3-7: 5435
Level 4-7: 0135
Level 5-7: 2234
Level 6-7: 0633

All these codes take Bomberman to last the stage before each boss.



BLAST FRENZY

Many people have happened upon this cheat allowing Bomberman to place an almost infinite supply of bombs whilst being completely invincible. This is only possible after the little feller has lost a life. While he is flashing have him run around dropping bombs but take care not to exceed about nine seconds of this mayhem or he loses another life.

PRESENTS!

Though every Bomberman freak knows of the secret items offered in the game, obtaining them is something of a mystery. Tim Poultney from Leamington Spa reckons he has the answer. There's a sure-fire way of receiving an ice-cream on level 1-2, though it involves reaching this far without losing a life. Simply bomb the exit once everything else is defeated and the cone is available for collection - boosting Bomberman's life quota up to nine. Also, laying bombs at random at the end of levels often causes the appearance of bonus items, though this practice often involves almost allowing the timer to run out.

SIM CITY

BUILD A CLEAN AIRPORT

(It's important. It iiiss!)

Yet another addition to the once-in-a-blue-moon line of tips. Richard Goble flies in the face of all probability by providing us all with his tip for an un-polluting airport. Build an Airport and select a Plane Crash form the disaster menu before the plane gets time to take off. The Airport burns down. If necessary cause another crash to ensure all but the lightning flash is destroyed. Next place grass, or indeed anything at all, over the site but don't bulldoze the area as the airport only grows back. From now on he computer still registers the presence of an airport but disregards pollution almost completely!

SUPER MARIO BROS III

WARP WHISTLE WHEEZE

Dani Fernandez Moure, you cheating Caversham Readingsman you! Whilst everybody is becoming uptight about discovering the where-abouts of all the Warp Whistles in Super Mario Bros III on the Super NES you just sit back having a laugh! All that's required, writes Moure, is to locate just one whistle then save and quit the game. Henceforth this same whistle is available for collection time and time again!

SUPER PROBOTECTOR

DOZENS OF LIVES

Though this title's been around for a while we've never come across this cheat before. According to Rob Hiscox of Solihull there is opportunity for amassing 29 lives in the opening seconds of the Contra squad's mission. Have one of the cyborgs first leap the car without destroying it then aim right and keep him firing for a while. Apparently the extra lives just keep on coming!

SUPER SWIV

STAGE SKIP

Behind Super SWIV's attractive visuals lurks a terrible challenge. Loathe as we are to admit it, the game is very tough indeed which is why Castleton's Karl Harvey's help is so appreciated. To skip through the majority of the game pause the action press L five times, R once, L eight times and R once again. After unpausing the game either jeep or helicopter are transported to stage six.

WOLFCHILD

TEMPORARY INVICIBILITY

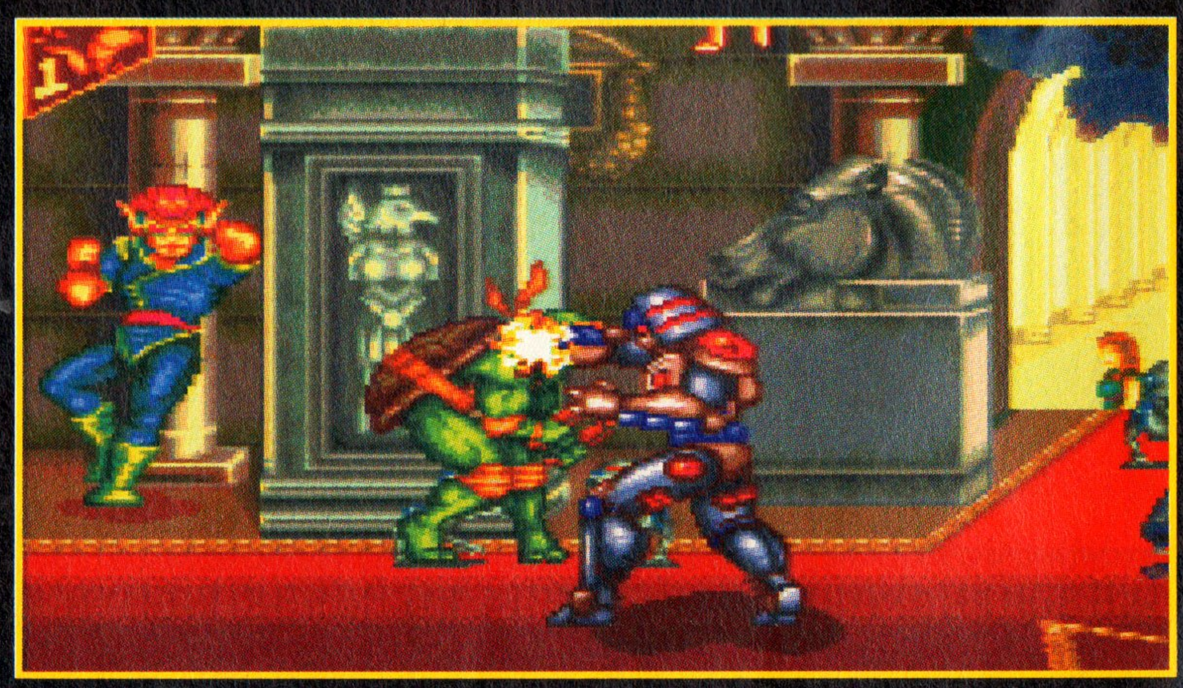
Daniel Boutros' quest for invincibility continues with this for Wolfchild. Having beaten the first boss, Keith Wolfchild raises his arm. At this precise moment press A, B and START once or twice and he becomes invincible for the whole of the next level. BUT: Don't let him touch the energy/ mutation icons because they noodle-oodle make a mess of everything.

GAME LEVEL 0 1 2 3 4 5 6 7
CONTROL PAD
- 1P - - 2P -
FIERCE PUNCH-X FIERCE PUNCH-X
NORMAL PUNCH-Y NORMAL PUNCH-Y
FIERCE KICK -A FIERCE KICK -A
NORMAL KICK -B NORMAL KICK -B
GAME TIME 30 60 90 ∞
GAME SPEED NORMAL HI-SPEED
1 2 3
CREDIT 1 3 5
MUSIC 00
VOICE 00
SOUND STEREO MONAURAL
EXIT

TOURNAMENT FIGHTERS

TURBO SPEED OPTION!

This is a cheat to obtain a third speed setting for this *blinding* SF2 clone! On the title screen use the second control pad and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Success allows Aska to issue her war cry, heralding the arrival of a third speed setting on the option screen! Enormous thanks for this utterly wicked and World Exclusive tip go to the man who calls himself George from Stepney and wins himself his two favourite Konami carts. Congratulations!



Nintendo® ENTERTAINMENT SYSTEM®

DOUBLE DRAGON III

JUMP LEVELS

Bored with that level of Double Dragon III? Want to see the next level with the minimum effort. James McGowan has news for you! All that is required is to press START and A at any stage of the game and the next level is immediately reached.

GREMLINS II

PASSCODE CENTRAL

Everyone seems to have forgotten about the Gremlins. Poor little buggers. James McGowan is one of the few who longs for that magical day when Gremlins III reaches his local cinema. As a token of his appreciation he has provided a list of passcodes to the game.

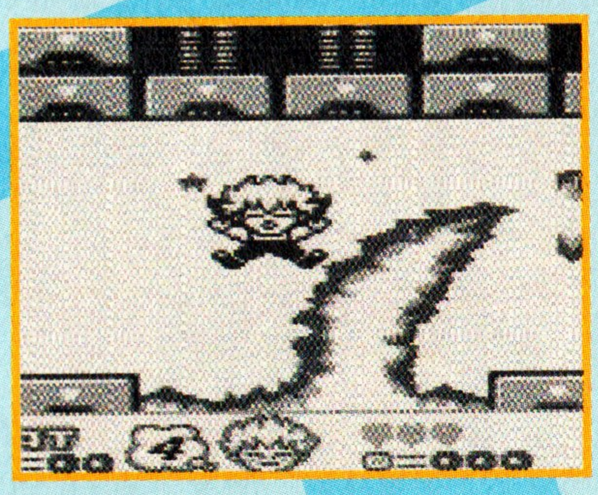
Level 1-2: BVFK
Level 2-1: DXNH
Level 2-2: C6MW
Level 3-1: NJTD
Level 3-2: ZFPJ
Level 4-1: SHMC
Level 4-2:VLBB
Level 5-1: NXRD

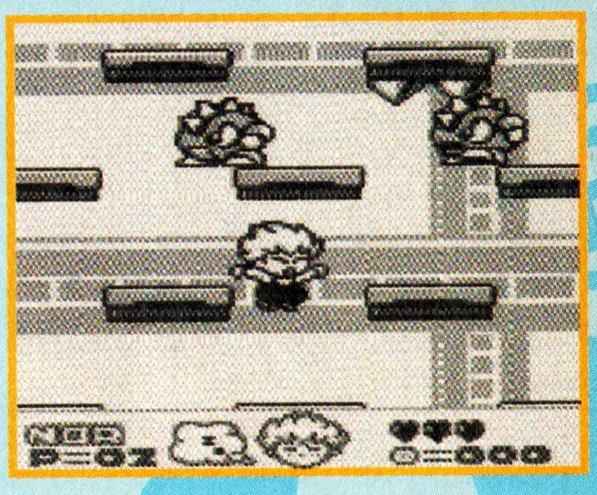
SUPER MARIO BROS II

HIDDEN SHORT CUT

Surely not an original cheat for NES Super Mario Bros II? Well, perhaps. At the beginning of world 6-3 have your chosen character climb the ladder until they reach the top. Up here there is some quicksand to the left of the screen. By sinking in the sand and sneaking beneath the wall this route eventually leads to a door. Lead your character through the door and have them follow the line of clouds until they reach a pyramid with a door in it. This is a short-cut to Ostro.

KID DRACULA





BLOOD CURDLING LEVEL CODES

Not such a scary game but finely crafted Kid Dracula is made all the easier with Daniel Pressley's level codes:

Level Two: 5613
Level Three: 3272
Level Four: 7283
Level Five: 5346
Level Six: 7225
Level Seven: 5539
Level Eight: 7158

MORTAL KOMBAT

BOOST ATTACKS

Matthew Scott of Nottingham knows of a glitch in Mortal Kombat for the Game Boy. According to him Liu Kang, Rayden and Kano's projectile attacks are made twice as effective by first positioning the fighter at the far end of the screen, then rapidly pressing the punch button as the projectile reaches half-way! Thanks Matt.

GAME BOY

CASTLEVANIA

HIDDEN BONUS ROOM

Hmm, this one's quite old now but a classic Game Boy cart nonetheless. Lesley McKenzie writes from Glasgow about a hidden bonus room found in the game. Leading Simon down the first set of stairs, where the eye balls chase him, position Simon on the third step down and have him face backwards. As the eyeball reaches the second step Simon strikes it down with his whip, causing a rope to appear at the bottom of which lies as a secret room.

SPEEDY GONZALES

LEVEL CODES

David Goring is mightily disappointed with the Game Boy coverage in this section over recent months. Sorry David. Consequently he's setting the NHS to rights with his codes for Speedy Gonzales:

Level Two: 500999
Level Three: 343003
Level Four: 830637
Level Five: 812171

TOP RANKING TENNIS

CHEESEMAN'S NO-LOSE OPTION

A top ranking tip for Top Ranking Tennis from top ranking top ranker Daniel 'top ranking' Pressley. Should your player lose a match switch off the Game Boy before the main menu returns. Once the Game Boy is switched back on, play continues from that match.

THE LAWNMOWER MAN

You've seen the film, you've read the book, you've worn the boxer shorts, now play the game! The Lawnmower Man is one tough cookie, but don't hang that noose up yet. Just sit back, make yourself a cup of coffee and enjoy as we bring another ray of "hints'n tips" sunshine into your life. Aren't we good to you?

ACCESS GRANTED

First off, some specialised cheat codes. However, before any of them work you'll have to put in the Universal Cheat Code. Enter the first level, then pause and press B, R, A, Select, Select, Y, A, B, Y, A and B. Then unpause and do any of the following:
BONUS MENU: To get to any of the bonus games, pause and press A, L, L. Then unpause and a menu screen will appear.
ENDLESS LIVES: Pretty obvious. Pause the game and press R, A, Select and Y, then unpause.
FINISH VIRTUAL WORLDS: To immediately complete the Virtual Worlds, pause in the world and press A, then unpause.

GOLD-FINGER

At the start of level one, don't shoot the monkey with the gold helmet. Just avoid him and he'll explode, leaving loads of power-ups

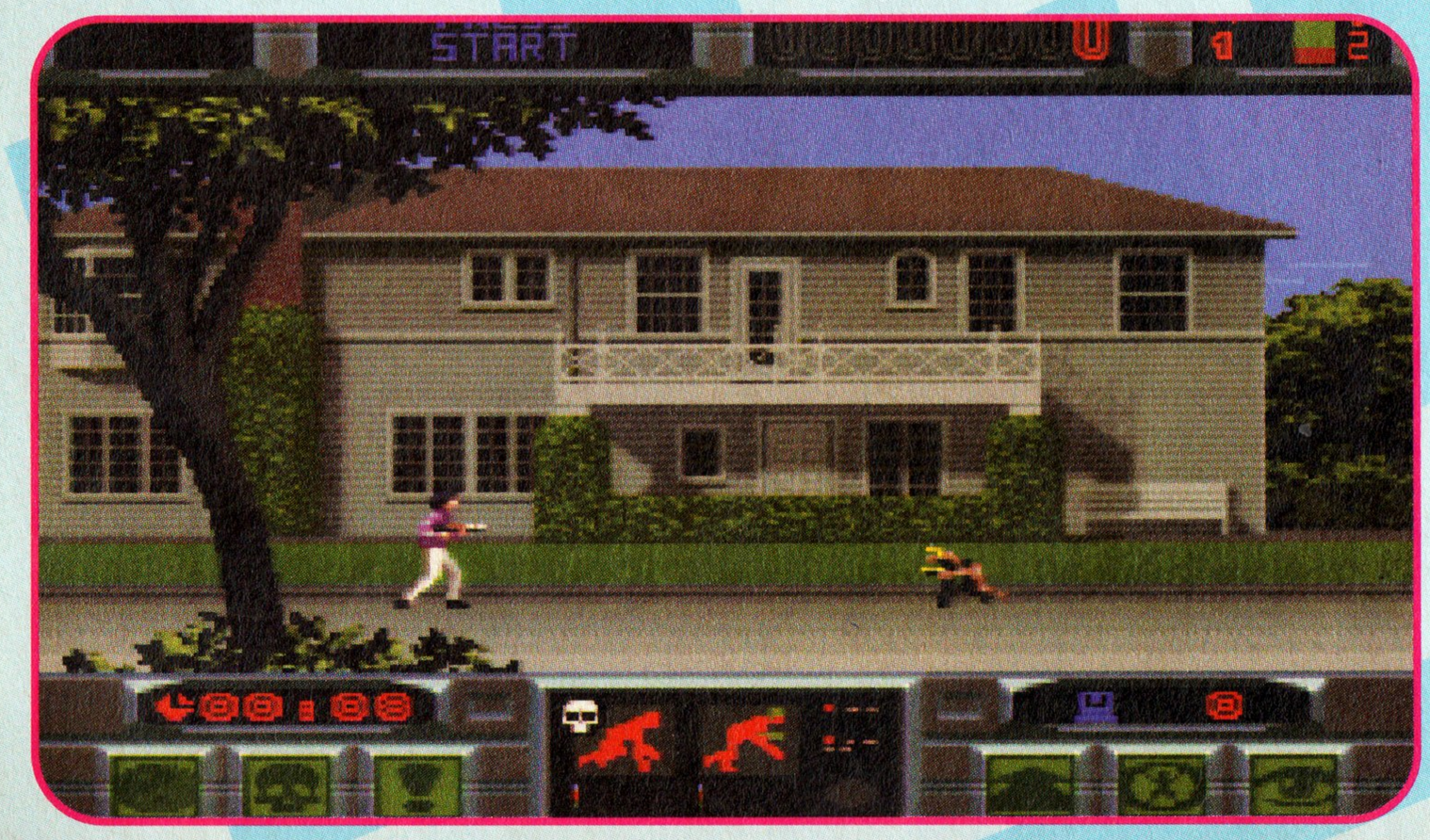
BIT-STREAMIN' ALONG

Only use the Bit Stream weapon against large enemies like cars and the helicopter. Smaller enemies tend to have hit you before you power it up enough to kill them.

▲ Flaming nora! How am I supposed to fill this caption space.

KEEP ON SEARCHIN'...

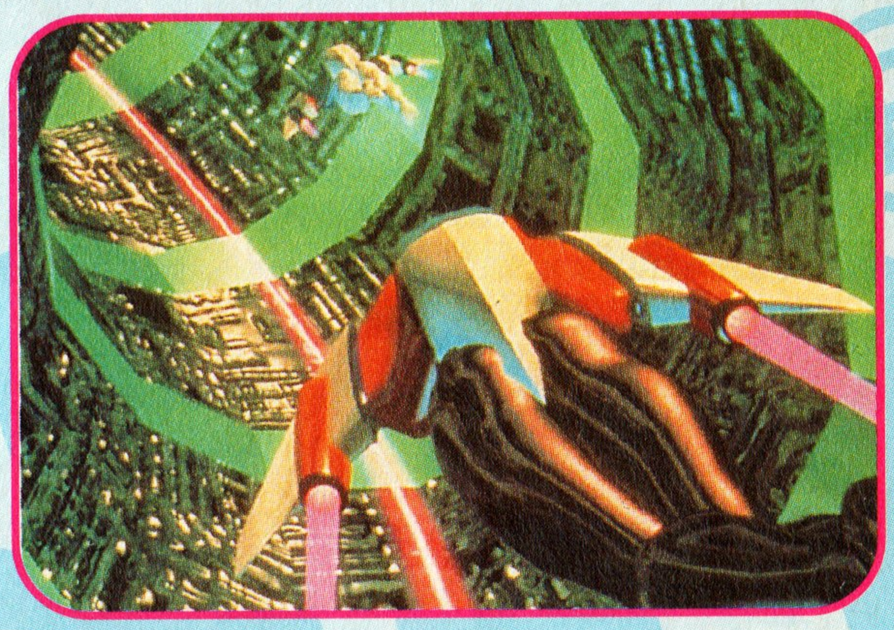
...for the hidden computer terminals. There are 10 through the whole game which need to be found and destroyed in order to complete 100% of the game.



RELIGHT MY FIRE

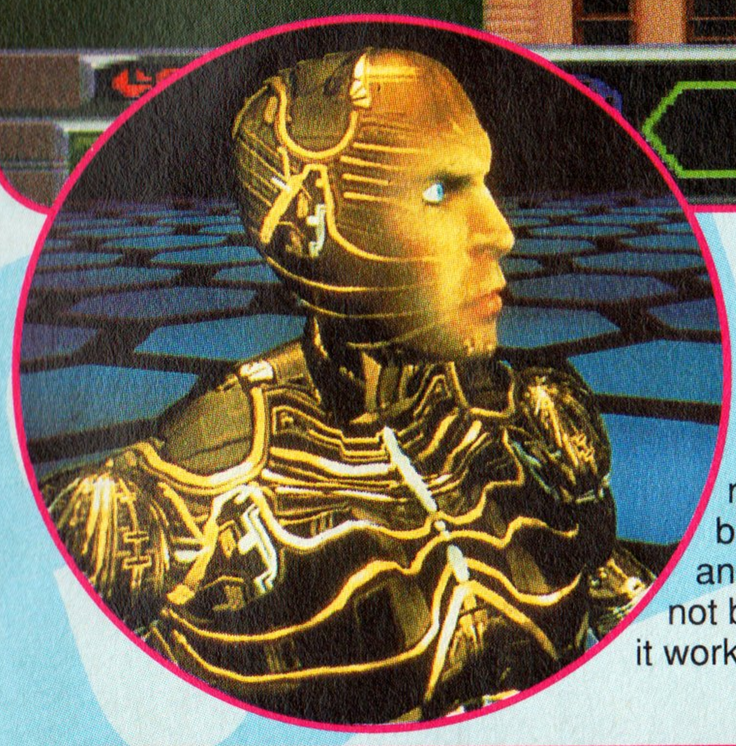
The best way to destroy Father McKeen at the end of level one is to shoot him when he has landed and shot at you. If you kneel, he can't hit you and you can get off several shots.

THE LAWNMOWER MAN



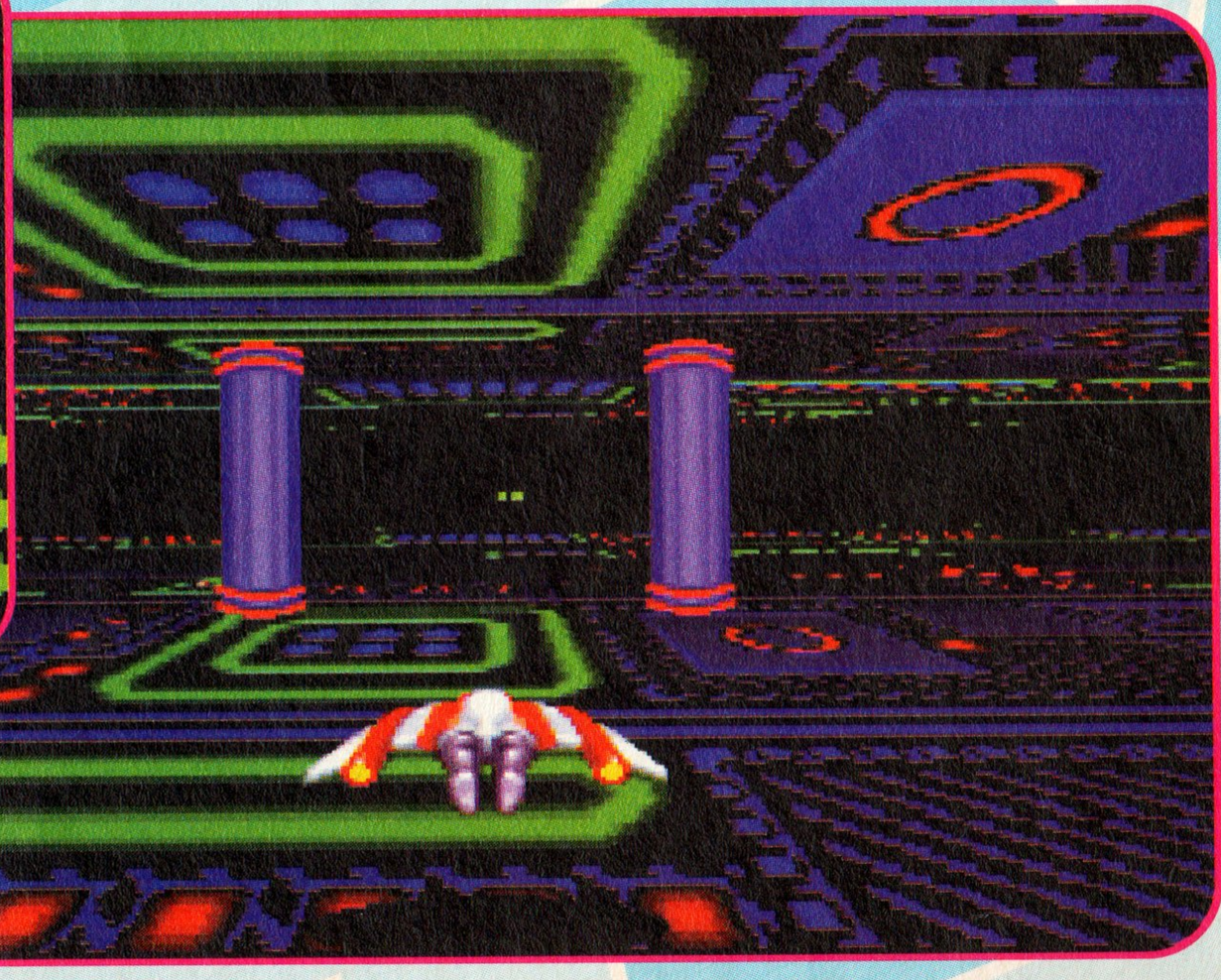
CYBERJOBE

Make sure when you face Jobe in level four that you keep moving around the edges of the screen, and diagonally across the screen, or he'll home in on you.



TAKE 'IM FROM BEHIND!

To kill the huge laser turret in level three, run up behind it when it's in the air and shoot it from behind. It's not big and it's not clever, but it works.



POPPIN' DOWN THE SHOPS

In The Shop, level seven, you'll meet Les the research assistant. To get past him and his protection shield, charge your Bit Stream, wait until his shield disappears for a second when he fires at you, then let him have it while you jump over his lasers.

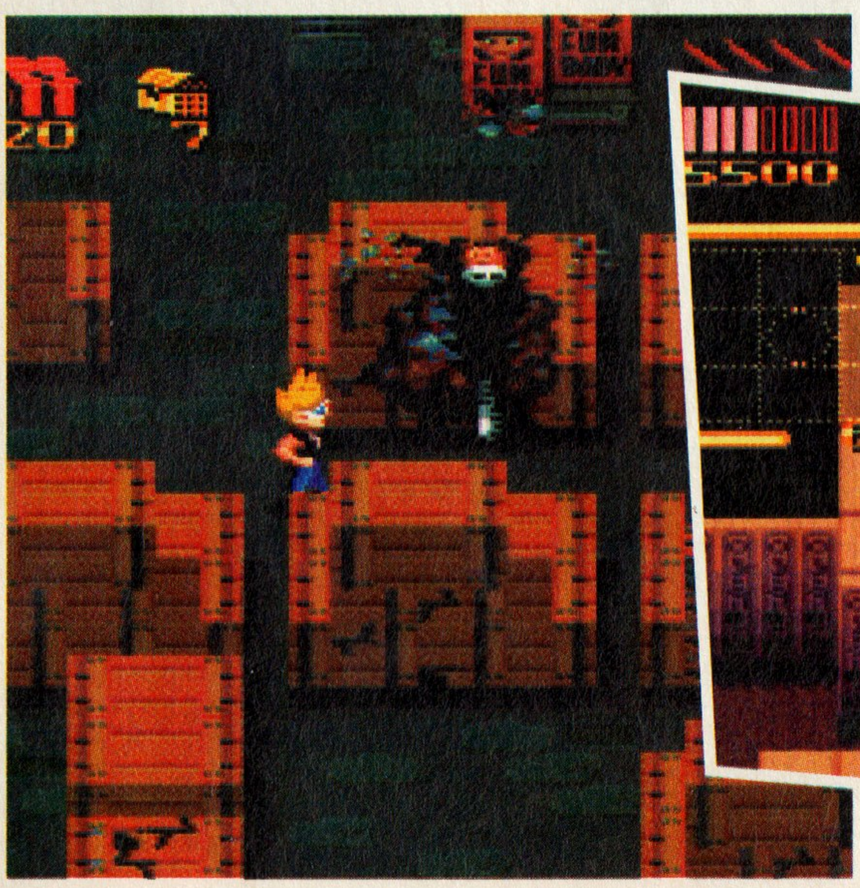
Dear Mom & Dad,
Don't ever make Zeke and I stay with the Bolderoys again. Their garden is full of dog dirt and the house smells of piddle. In the kitchen the walls are all yellow and the bread-bin smells like a laundry basket. We can't sleep at night because our beds are full of fleas, so we're forced to sleep on the floor on a carpet riddled with worms. There's no hot water for having a wash, though at least this is a good excuse for not sharing the bathroom with all the spiders!
Still it beats the time when you went to Majorca and we had to stay with the Burlsons, remember? When all those Zombies ate the neighbours and that Dr Tongue threatened to give us a taste of all hell? Boy you folks sure know how to give kids a great holiday don't you!
Hate,
Julie and Zeke.

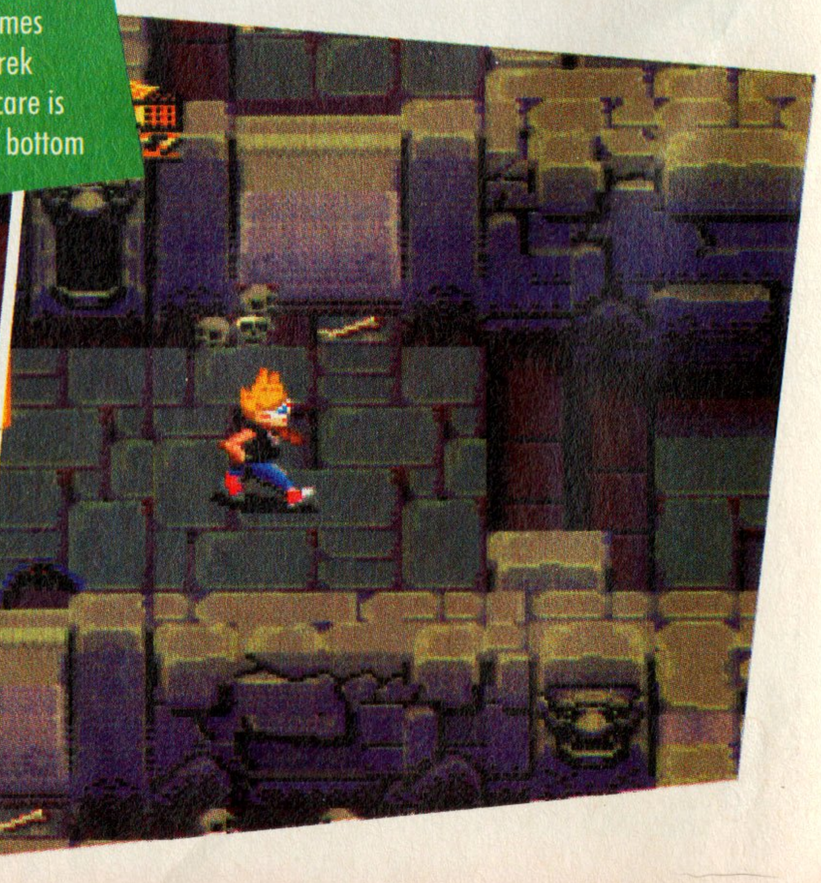
ZOMBIES

LICKITY SPLIT: THE DEATH OF DR. TONGUE!

THE ROUTE TO ALL EVIL

In the latter half of the game it pays for Zeke and Julie to spare a moment's thought for which route is quickest and safest. It seems obvious but players often fail through having the kids dashing about like headless corpses, wasting valuable ammunition and backing them into corners.





Lumberjacks create shortcuts for Zeke (left). A gap in the fencing is spied (top left). Which is the fastest route to the baby? (top right). Doors sometimes slam closed behind Zeke and Julie as they trek through the pyramids and castles, so great care is necessary to avoid wasting time (below and bottom right).

TRUNK CALLS

Items aren't always found where one might expect. This is typical video-game fare, of course, but these Zombies really know where to stash things for safe keeping - so much so that even they forget where they've hidden everything! This explains why American Footballers are often found hanging around areas where footballs are hidden and ants scuttling near Martians' bubble-guns. Stupid aren't they! Anyway, always have the kids explore the foliage for potions and keys but especially never fail to have them check behind the trees. The woodland in stage 45 especially is ripe with bonus picking opportunities with two 1-Ups lurking in the underbrush together with around thirty bazooka shells on offer!

ANTI-ANT ANTICS

Grrr! Those ants! They're buggers to avoid and nick off with all the kids' goodies when they're not looking then blatantly patrol up and down with their spoils dangling from their pincers! What's more there's not a lot they can do about it. Items stolen by the ants are only retrievable by having the kids blow them up. The Purple People Eater leaves no trace of anything and the bubble-gun only serves to keep everything fresh and out of reach. Conservative use of the bazooka is the only way to regain stolen goods from these bothersome insects. In the meanwhile avoiding their attention is made easier by having the kids dash between trees. The great clumsy monsters are often stumped by the sudden presence of bark and branch.

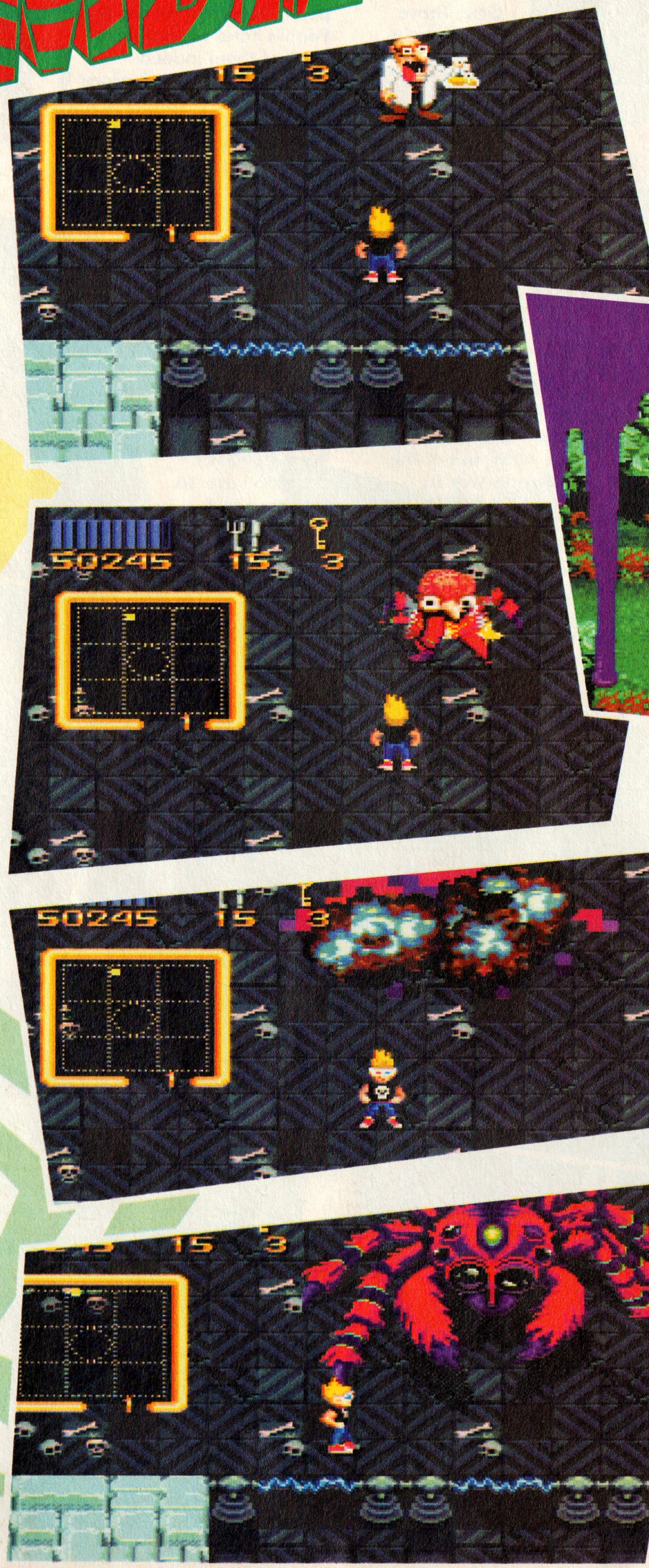
MONSTER MASH

The giant Wyrms present the biggest challenge to the kids in terms of hits required. Don't panic, however, for the Purple People Eater makes short work of them indeed. Incredibly our friendly fiend is also capable of retaining his grizzly form for much longer when attacking the Wyrms. Somehow the aura given off by these earth serpents prolongs the potion's transforming powers leaving Zeke or Julie to hack and slash almost indefinitely. This trick is especially easy to perform when there are many Wyrms attacking in a small area. Remember dead Wyrms deposit skeleton keys, so the more that fall the better.

Level 41 hides a secret 1-Up. So do many of the others, in fact. However this particular instance serves as an example of how to reach items that are apparently out of reach. The hole created in the bathroom wall is caused by Julie's favourite hand-held-toy - a bazooka. By nipping round the back of this abandoned house she is able to claim the 1-Up.

A few squirts from Zeke's Holy-Water pistol and the creatures from the lagoon collapse into a mass of salmon. With all the neighbours safe, time spent destroying these monsters is rewarded by a bonus!

ZOMBIES

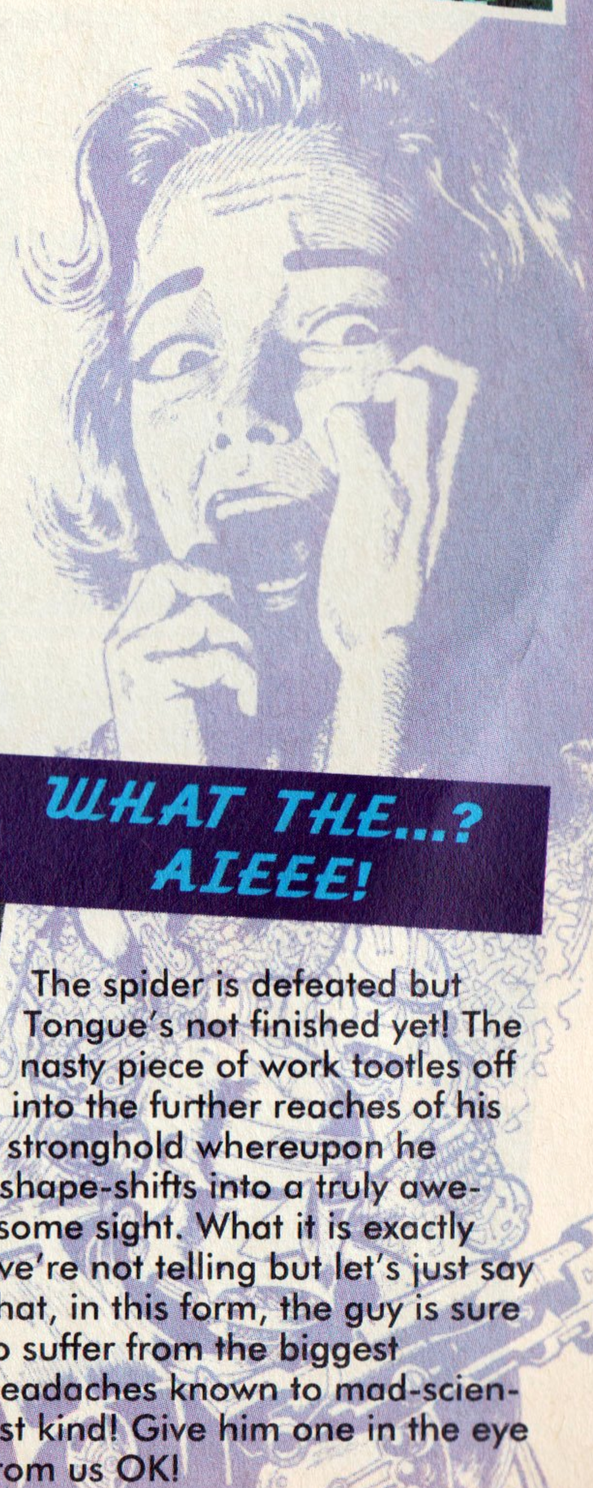


TONGUE'S CASTLE BLUES

Somehow the poor little blue potion is often forsaken in favour of those with more immediate benefits - milling about impervious to damage is all well and good but doors, cupboards, shortcuts via water and the use of weapons is strictly prohibited in this state. One area which does benefit from the use of this potion though is Spikes. As the kids grow closer to Tongue's domain the neighbours find themselves surrounded by a deadly bed of retractable spikes. With the aid of the blue potion the kids make short work of rescuing the neighbours before werewolves overrun the gaff!

SLURP,SLURP SCREAM

Level 48, and players finally discover the face behind those mad-cap laughs that feature so strongly during the presentation screens. The source of all the sinister merriment is, of course, Dr Tongue. In his castle the fate of the neighbours seems insignificant with the taste of victory already filling the kids' mouths and the smell of defeat wafting through the air. Tongue is found cowering behind several locked doors, protected by barriers of electrical energy. He takes a swig from a vial of orange potion and, to the kids' horror, transforms into a terrible spider. A BIG Terrible spider! Of course it helps if the kids have managed to stock up on potions at this stage, however there are Pandora's boxes located in the corners of the room which, when usage is timed correctly, do untold damage to the ferocious arachnid. There's little advice on offer here, truth be told. The spider's eyes are the target and only great accuracy with bazooka fire or multiple-shots with Holy Water pays dividends.



WHAT THE...? AIEEE!

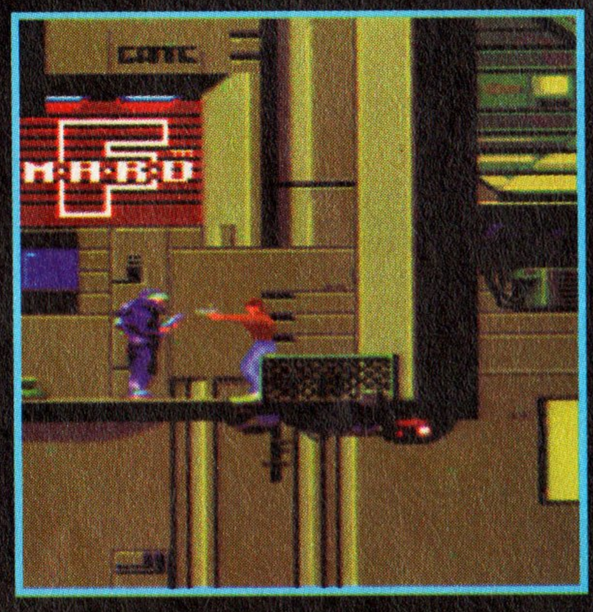
The spider is defeated but Tongue's not finished yet! The nasty piece of work tootles off into the further reaches of his stronghold whereupon he shape-shifts into a truly awesome sight. What it is exactly we're not telling but let's just say that, in this form, the guy is sure to suffer from the biggest headaches known to mad-scientist kind! Give him one in the eye from us OK!

FLASHBACK

SONY IMAGESOFT

Award-winning bestseller with Rotoscope graphics –
16 Meg Power delivers the ultimate in games animation.

"You won't believe your eyes." Paul Rand, editor of CVG.



16meg power

U.S. GOLD

Delphine

NOW AVAILABLE ON SUPER NINTENDO ENTERTAINMENT SYSTEM

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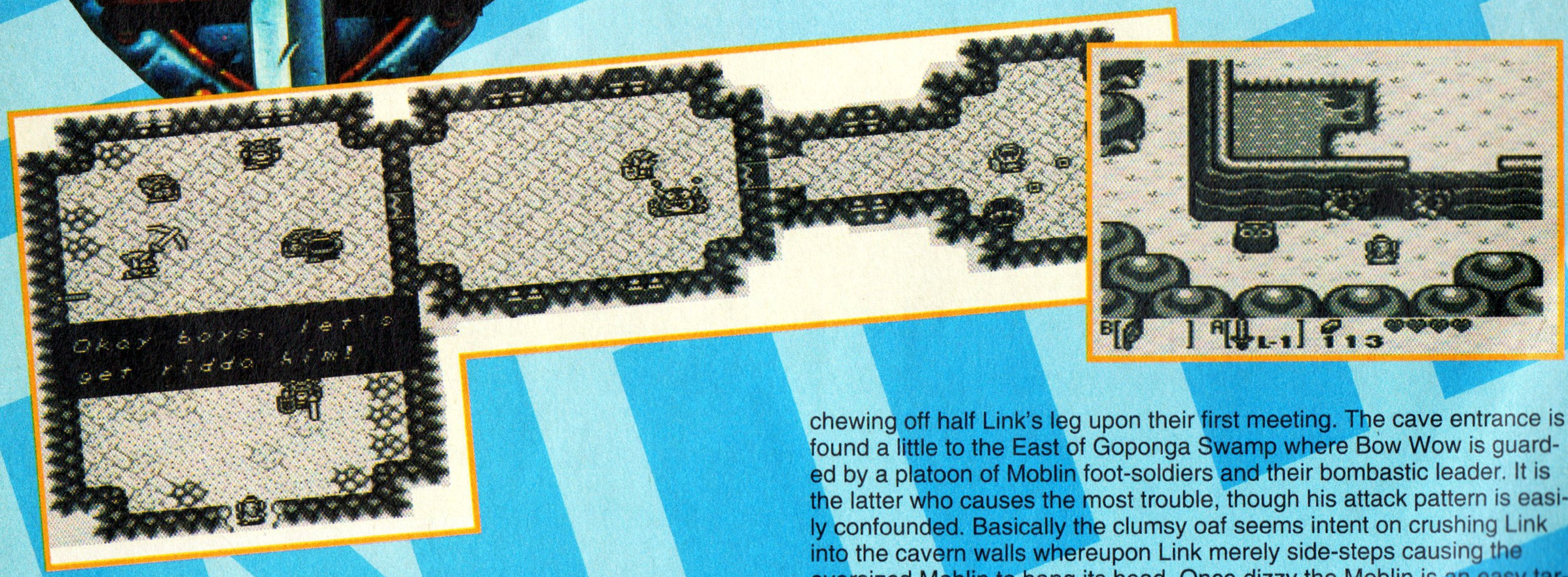
Before the third part of the NHS Link's Awakening guide commences an apology is in order. Due to unforseen circumstances our Hi-Tech, picture-grabbing equipment decided to have a little adventure of its own and has never been seen again. Of course the NHS has found a replacement, allowing us to proceed with the next important installment of the guide you've all been asking for. The next three pages provide essential reference points for the second dungeon - The Bottle Grotto.

ZELDA PART II

LINK'S AWAKENING



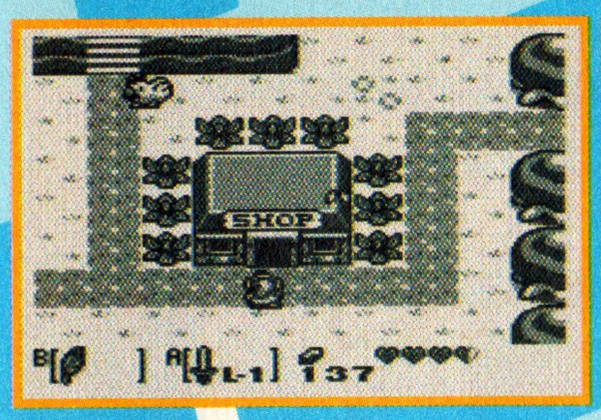
MY DOG'S GOT NO LEGS

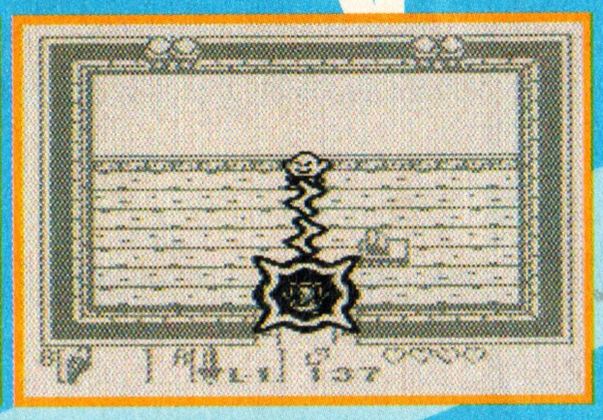
Why anyone would want to steal the irritating little mutt that is Bow Wow is a mystery to Link, but that's Moblins for you! No sooner has Link returned from defeating the Moldorm than he is greeted by a fraught Mrs Meow Meow. Bow Wow is being held captive in the Tal Tal Heights and Link is offered a great reward for his safe return.

Moblins have Bow Wow chained to the wall of a horrible, damp cave. It's likely that the little mite's learnt its lesson by now, after nearly chewing off half Link's leg upon their first meeting. The cave entrance is found a little to the East of Goponga Swamp where Bow Wow is guarded by a platoon of Moblin foot-soldiers and their bombastic leader. It is the latter who causes the most trouble, though his attack pattern is easily confounded. Basically the clumsy oaf seems intent on crushing Link into the cavern walls whereupon Link merely side-steps causing the oversized Moblin to bang its head. Once dizzy the Moblin is an easy target for Link's sword. Bow Wow reluctantly resides in the very next room.

GOLD DIGGING

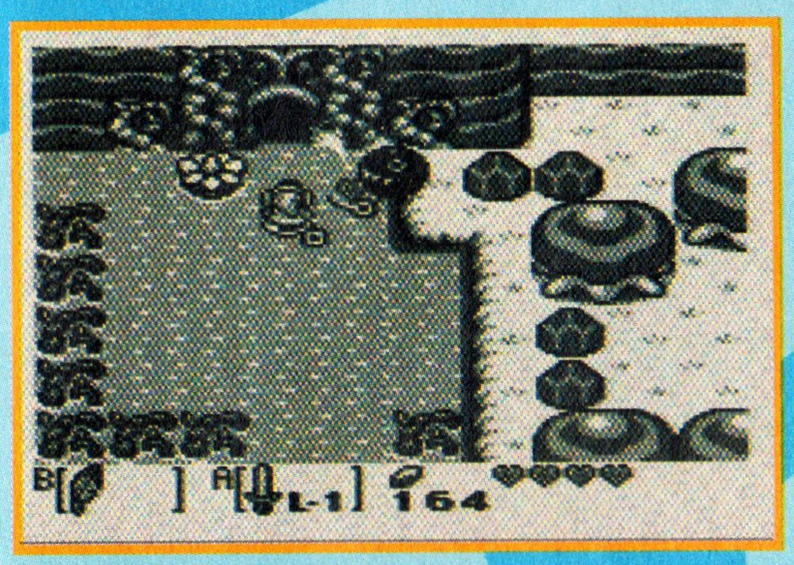
Before Link travels anywhere else he is strongly advised to visit the village shop. Here he may purchase useful items such as bombs and a shovel, both of which share equal importance. Digging the dirt often





rewards Link with rupess and even replacement hearts. The much sought after conch shells are discovered in this manner also. Bombs, on the other hand, serve as both weapon and demolition device. Many of the secret caves in Koholint lie beyond fissures in walls or below tell-tale cracks in floors; bombs are Link's ticket to the other sides.

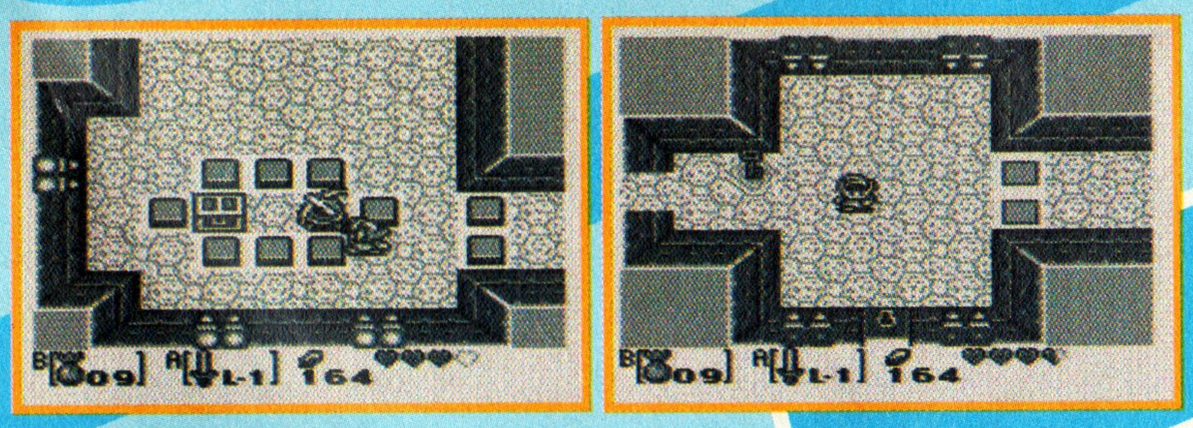
ELF RAISING FLOWERS



Kindly Mrs Meow Meow's reward is a kiss and the chance of taking Bow Wow for a walk. Despite the apparent shoddiness of Link's payment the rampant little rover is actually a useful asset. Flowers growing in the Goponga Swamp block the entrance to a cave secreted there which, as it happens, prove iresistable to the greedy Bow Wow. Wasting no time Link makes his entrance.

CAVE IN

Some time in the past a family of potters inhabited this dungeon, known as the Bottle Grotto. Anyway, their pots must have been crap because the family have long since gone and there are still loads of their pots around. This is fortunate for Link, though, for if he has the Power Bracelet they make pretty decent missiles. Be wary, though, for whilst the pots defeat some of the dungeon's new inhabitants, others actually live in them and don't take kindly to having their homes hurled around.



I HAVE THE POWER

There are a fair few treasure chests knocking around the dungeon, don't ignore them - any of them - not even if there is a guardian patrolling nearby. Practically all of them reap some reward or other. In this dungeon, the most important item Link has to find is the Power Bracelet, this too is located in one of the treasure chests - but which one? The Power Bracelet is most handy, endowing Link with the power of at least ten men (that's about thirty elves). Once he posesses this he is able to lift those pesky boulders that block his way, hurl pots and other such macho stuff. As a general point if you find such an item in a dungeon it's there for a very specific purpose - in this case you need the Power Bracelet in order to deal with the boss Genie. Don't say we didn't tell you...

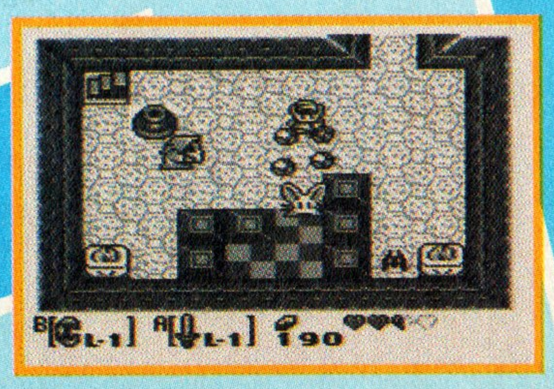
MUMMY, I'M SCARED...

▲ You can't kill what's already dead. Well, you can in this case.

Ooer, it's a bit dark in here. Well what would you expect from a dungeon - disco lights? Anyway, there is a way to shed light on Link's situations. Remeber that Magic Powder that's been making an unfashionable bulge in Link's pockets? Well, now's the time to pull it (the powder) out and sprinkle it on those empty lanterns to magically relight them. Watch out though, the flame soon burns down and goes out. Lighting lamps has other, less obvious, benefits too, in fact the complete illumination of some rooms reaps some pretty useful rewards. For instance, the top-left room of the second dungeon houses two ghosts who, when the lamps are lit the ghosts turn black and start to beat a hasty retreat. Catch 'em if you can because they're vulnerable in this state and the succesful slaying of these two - if you can really kill ghosts - reaps a very, very useful reward!!

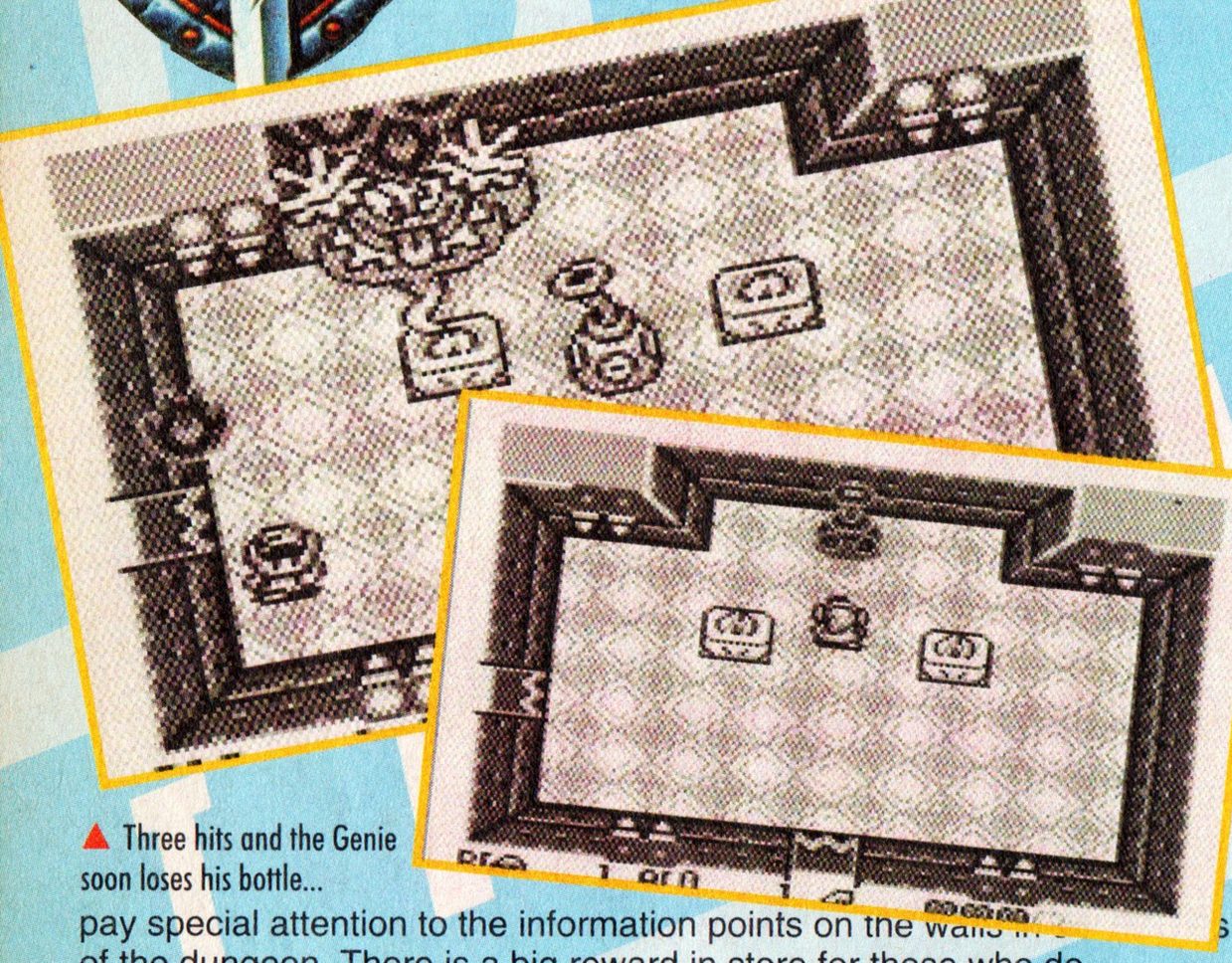
STRANGE, I'VE SEEN THAT FACE BEFORE

Some of the nasties Link encounters in this dungeon will look pretty familiar to players of the Super NES game. This particular room is filled with three of them. A bunny-like Pols Voices bounds around behind a low wall, a batty Keese flutters about, whilst a stealthy Stalfos stalks. Take a bit of time to reaquaint Link with these old enemies - and kill them! The Pols Voices only keel over when pots are chucked at them, but a bit of sword-play should sort the other two out. Smart adventures will already know the order in which to see this trio off - in fact, you could say the writing's on the wall for them! We won't give too much away, just pay special attention to the information points on the walls in some parts of the dungeon. There is a big reward in store for those who do...



ZELDA PART III

LINK'S AWAKENING

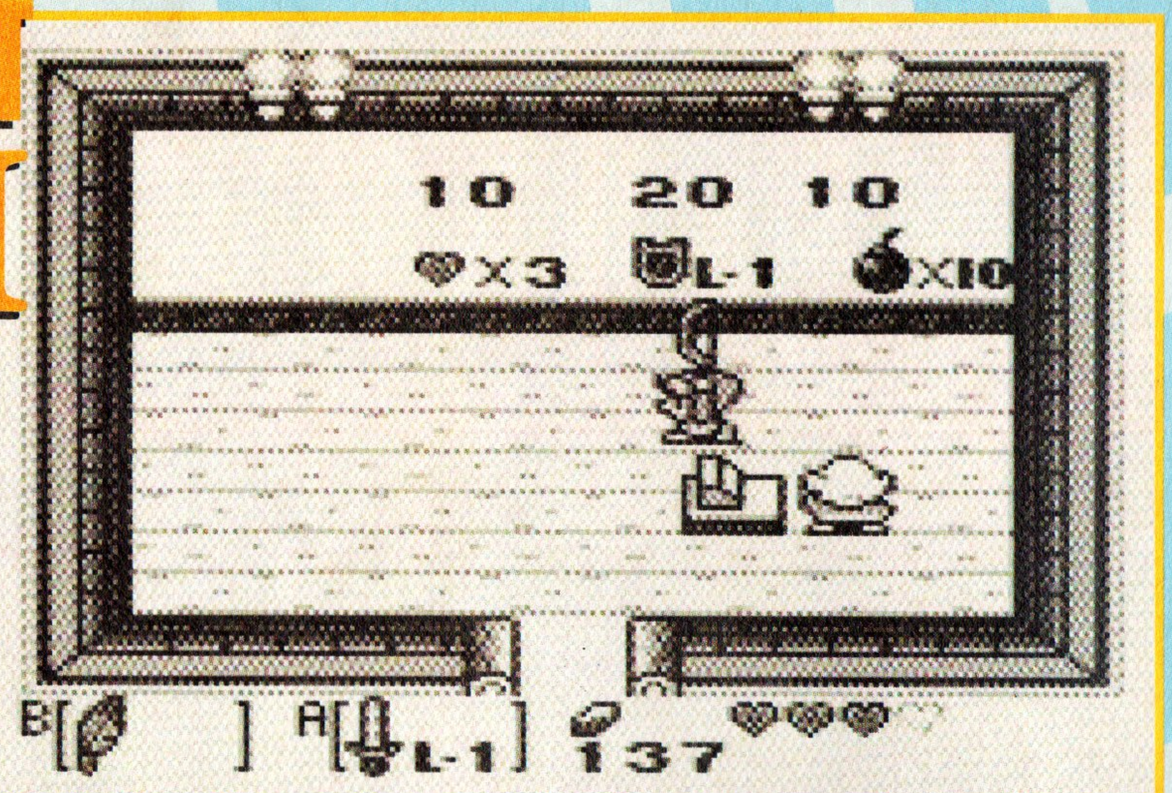


▲ Three hits and the Genie soon loses his bottle...

pay special attention to the information points on the walls in [illegible]s of the dungeon. There is a big reward in store for those who do...

DON'T BOTTLE IT UP

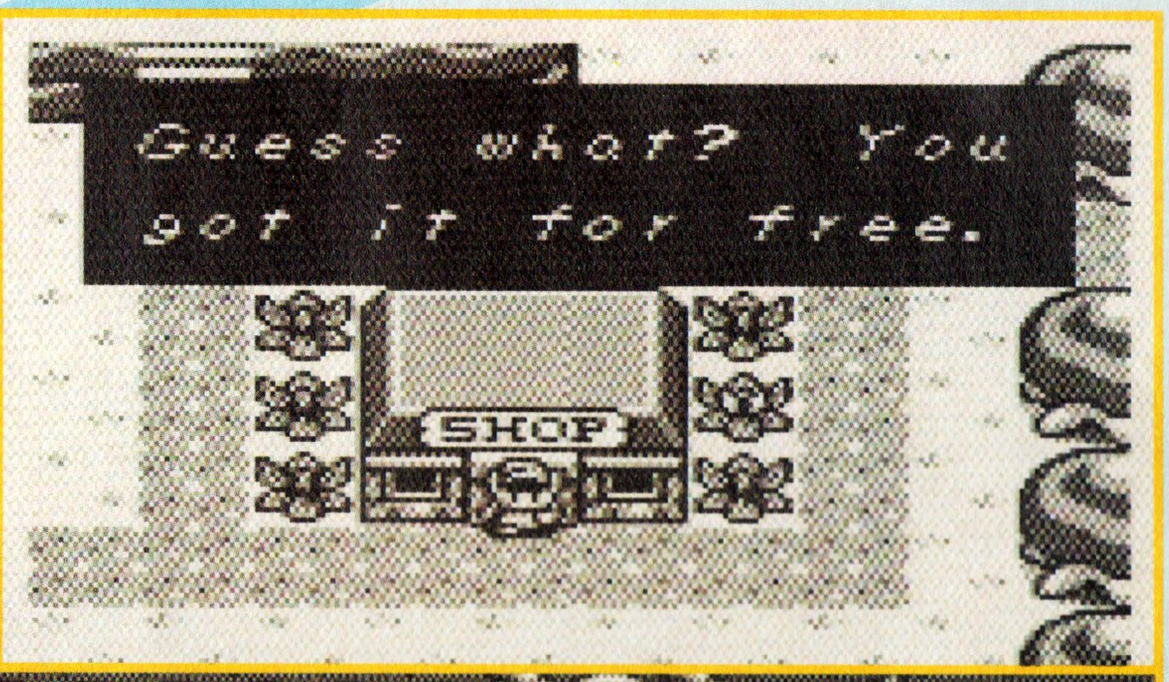
The very last room in the dungeon houses in inconspicuous-looking bottle. Appraoch it with caution, though, for it houses the boss of the dungeon - a sinister Genie with no intention of granting anyone three of anything. What an ungracious chap he is, pay him in kind by striking his pot with your sword, then picking it up and lobbing it against the wall. Three times is enough to smash his bottle, then all you have to do is

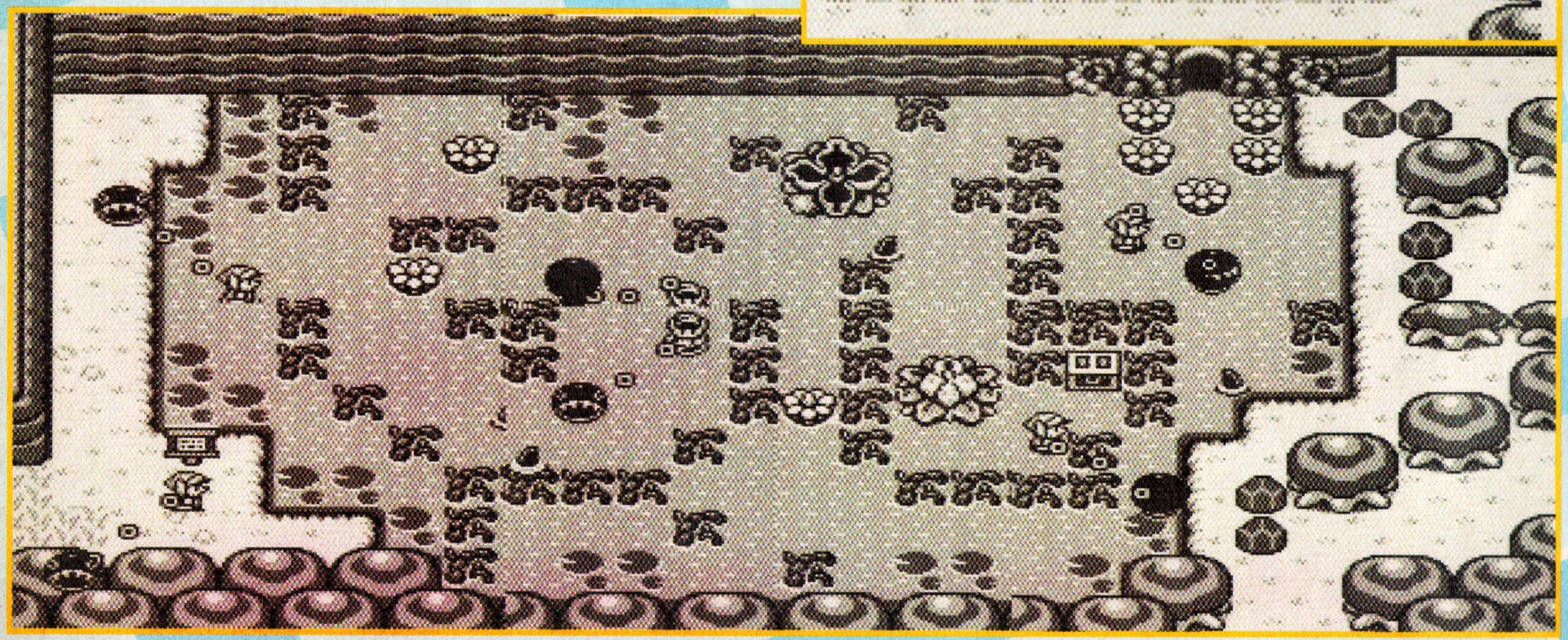


dazzle him with some fancy sword-work and he soon gives up the ghost leaving you free to collect tonight's special prize!

STOP THIEF!

Fancy that extra-special Bow and Arrow from the shop but can't manage to stump up the necessary readies? Well now that, and any other item you please, can be yours. All through the power of burglary! That's right, nicking it! Simply pick the item of your choice up, take it to the shop-keeper and run circles around him making your hasty exit when his back is turned. Et voila! The stuff is yours, gratis, free and for nothing. Crime never pays, though, and just as you are about to make your getaway the





▲ Have Bow Wow eat the swamp flowers at the entrance to the cavern

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

THE HUMANS

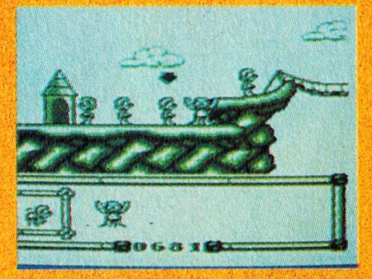
Picnic Park

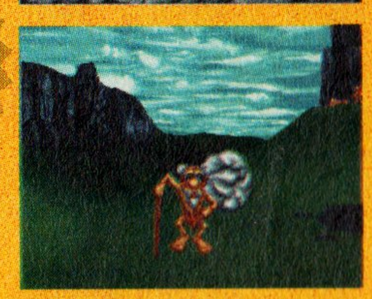
DINOSAURS...
the Humans ate them for breakfast

Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes. Intelligence was bottom of the evolutionary list and boy did it show!!! In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.

Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.

With Gametek's Humans the only missing link is you!!





SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

GAMETEK

Original Nintendo Seal of Quality

GAMETEK (UK) LIMITED, 6 Bath Road, Slough, Berks, SL1 3UA

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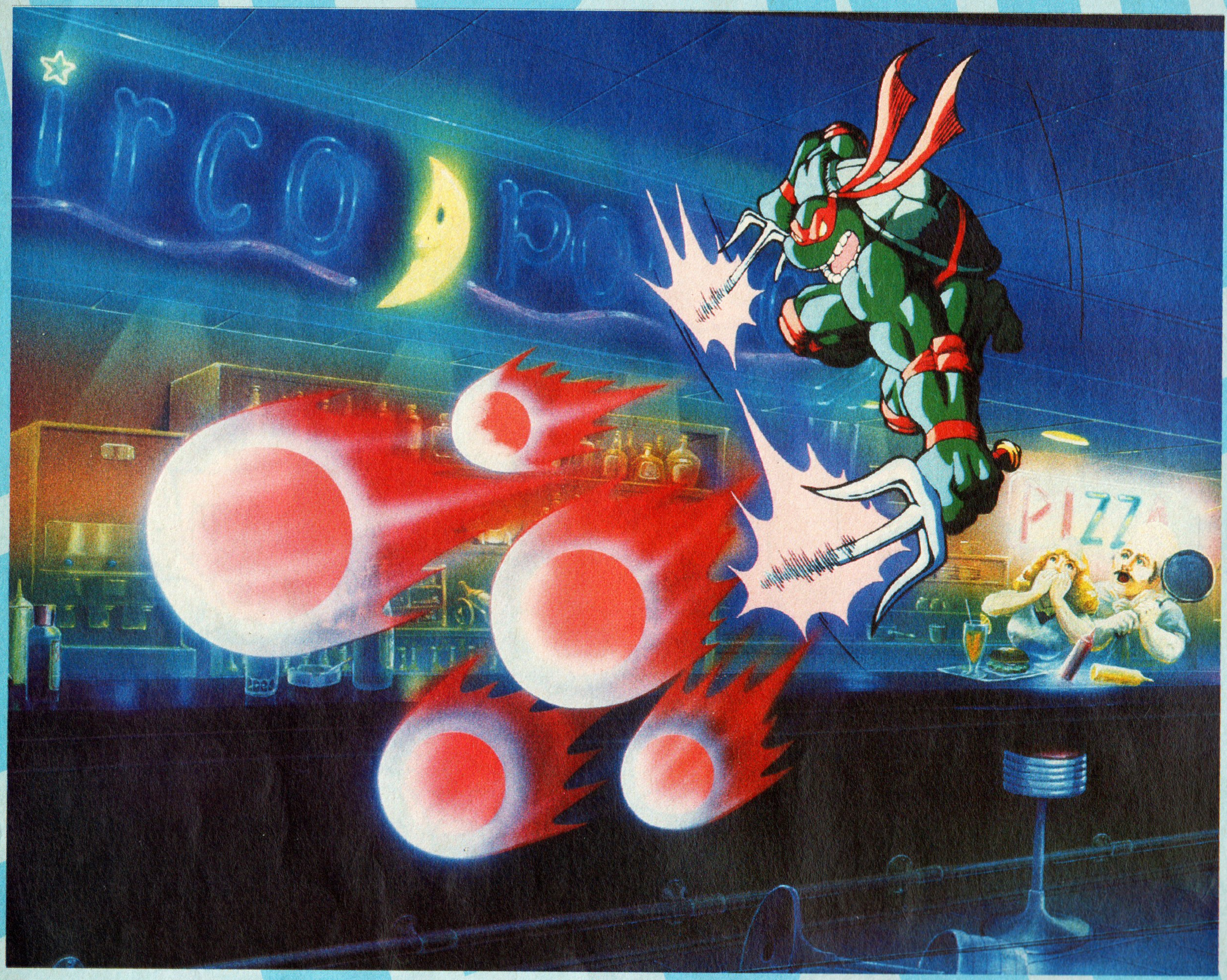
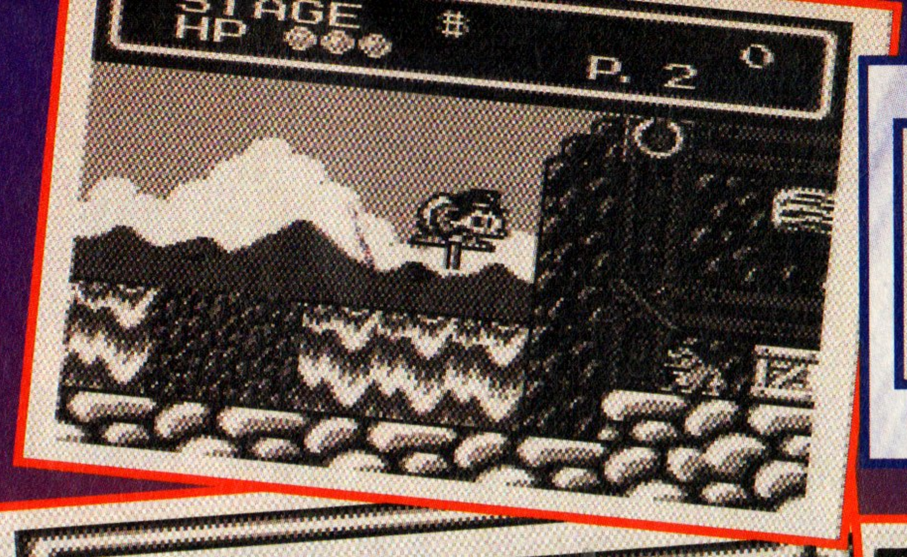


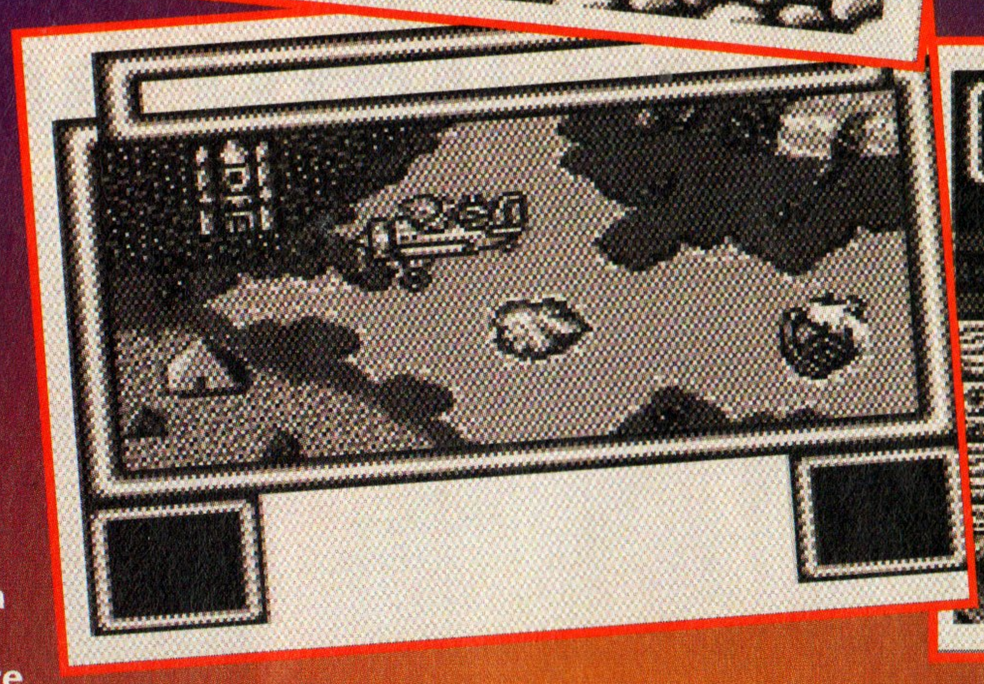
NHS NEXT MONTH

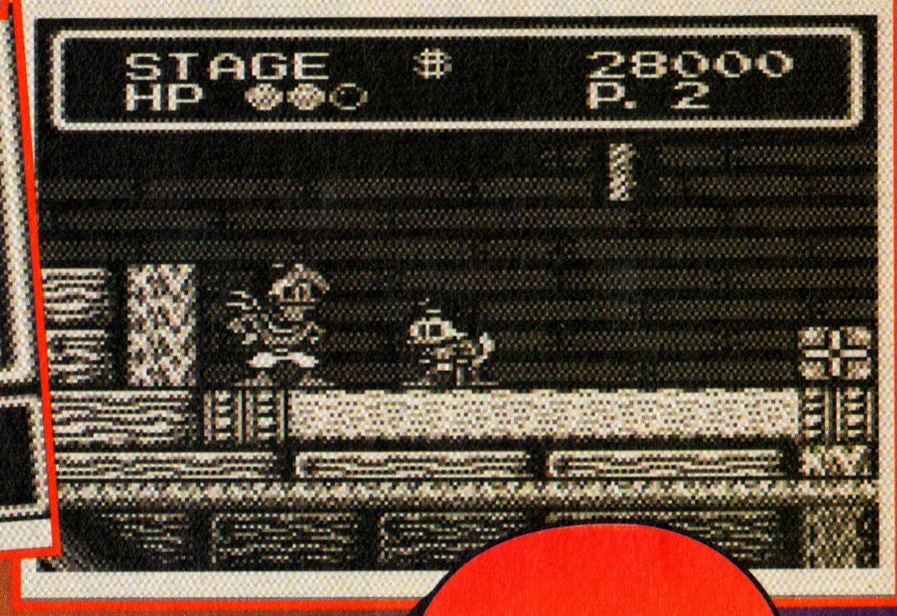
Well, here we are again. The end of another NHS and nothing left to do but look forward to the next one. So let's do that for a moment, shall we? Let's join together to take a long, hard look into the future and see what we can see. One score days and eight is quite a long way to be looking, so let's look a long way. The mists of time begin to shift, the fog of uncertainty starts to clear. Dim images begin to emerge from the gloom, taking shape and form as we stare deeper, deeper into the horizon. Slowly the shapes take on a solid outline, they advance into view to reveal themselves as the most incredible and amazing...continued next month

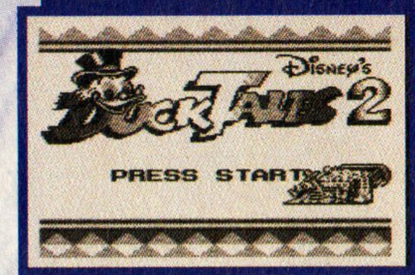
Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

REVIEW
GAME BOY









CART SPEC

- BY: CAPCOM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

//Unca Scrooge, unca Scrooge, we've found a piece of paper in the basement! It says 'Urgently needed: Slender plot upon which to hang a sequel to game with ducks in it - apply in writing to S. McDuck.' What could it all mean?"

What it all means is another platform romp across the globe for Scrooge and the boys as they go in search of pieces of a treasure map thoughtlessly torn into shreds and scattered by Great, Great Uncle Fergus. Quite why Great, Great Uncle Fergus has done this remains a bit of a mystery. Well, he is a duck after all - and they're not renowned for their common sense.

DuckTales 2

Still, Scrooge is more sensible than most of his feathered brethren, and if anyone's going to recover the pieces of parchment and lift the loot it's going to be him. So let's join the old boy and his nephews on their quest into the unknown, and waste no more time blabbering endlessly here.
Duck tales 2, like the first one is a platform romp which sees our aging hero pogoing around the levels bouncing enemies off screen and opening the odd treasure chest or two. At the end of each land tat he visits lies a valuable artifact guarded by some big nasty-type. A few well-timed pogo bounces soon sorts these chaps out earning Scrooge the treasure and a first-class ticket back to Duckberg where he may select his next adventure.
Just like the main character, this kind of game is getting on a bit as well. Apart from a couple of nice features, this is nothing more than a pretty standard platform adventure. The graphics are okay but tend to blur as Scrooge pogos around the place. It's fairly challenging and the music is okay too. I really don't have much to sat for or against this game - it's just standard in every. Which is a great shame really when you consider who's responsible for this effort. Buy it if you must...

RATINGS

PRESENTATION — 75

▲ Generally good all round. Lots of little cut screens and stuff.

GRAPHICS — 74

▲ Clear enough and nicely detailed.
▼ Until you start moving then it all blurs.

SOUND — 80

▲ Tunes and effects are nice.

PLAYABILITY — 76

▲ The main character moves well.
▼ But pogoing on nearby enemies spells

LASTABILITY — 78

▲ Lots of levels and reasonable challenge should keep players happy.

OVERALL — 76

Capcom must have given this one to the work experience programmers. It's not bad but it sure ain't good - just dull.

VEGAS VI

BEHIND THE SCENES WITH WESTWOOD S

AND A LITTLE LOOK AT SOMETHING LIKE REALITY...

These days you can't move for people going on about Project Reality. Silicon Graphics this, Silicon Graphics that. Well, it's all old hat to Westwood Studios - the Virgin development house who using SG systems to create games right now! The console of tomorrow is yesterday's news to Westwood, out there at the cutting edge of software design. Well, when NMS heard that we started getting interested. Then when we heard Westwood were the people behind Eye Of The Beholder and Dune 2 our goggles went misty. And when Virgin told us that Westwood were developing Young Merlin and other Top Secret projects, the steam poured from our ears! There was only one thing for it. Manfully Tim and Andy packed their bags and hotfooted it to the airport. Their destination? The Westwood offices in sunny Las Vegas. It's a tough job, but somebody's got to do it...

SILICON SENSATIONS

"Come and have a look at this," say the Westwood people. All of a sudden there's a Gargoyle flapping its wings on the screen, so detailed it looks alive. It's the smoothest animation we've ever seen on any machine, ever, and it's so stunning you can't take your eyes off the image. The program is running on Silicon Graphics' 64-bit Indigo system, a link in the SG chain of supercomputers which start at about £20,000 and go up, up, up. (This particular system cost $39,000).

We're shown another demo of a bouncing eyeball, again so lifelike it's unreal. And this is just scratching the surface of these machines' potential. Westwood are working on their own secret projects, but to demonstrate the power of the hardware we were taken to the Excalibur for a ride on Merlin's Magic Motion Machine. Here you're strapped in, the lights dim and a high-speed rollercoaster ride of doom begins in which you shoot around twisting, turning corners with graphics so real they are, well, they're real! At one point the track runs out and you spill over the edge of the cavern into a flaming abyss. It's so realistic you scream!

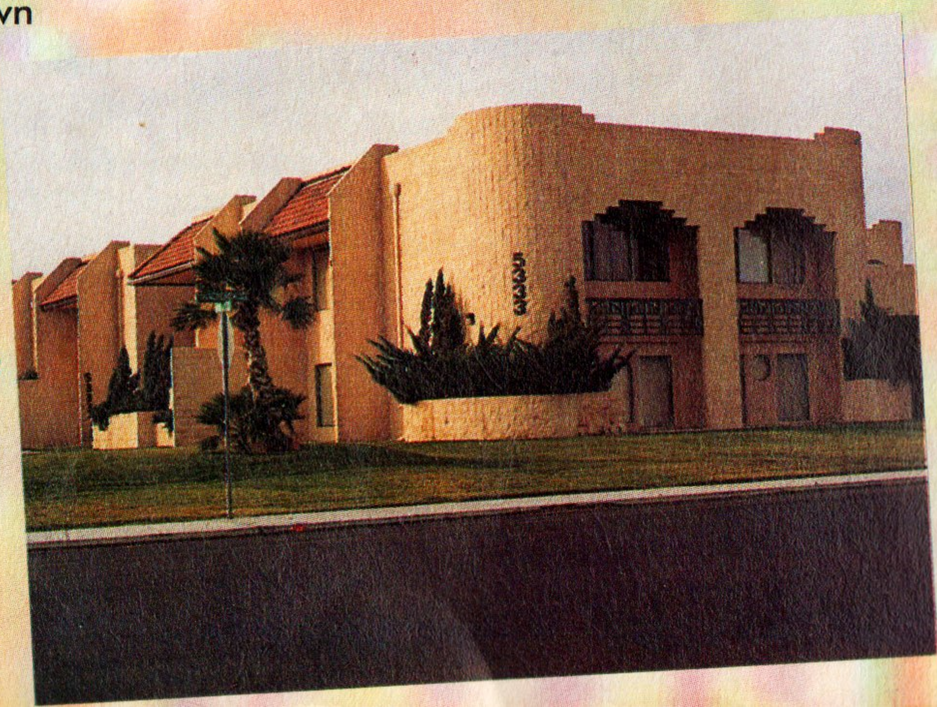
Westwood Vice President Louis Castle reckons the sky's the limit for Silicon Graphics, thanks to the partnership with Nintendo. He told us: "At this point we don't know what the final technical specs of the Nintendo machine will be, but it will almost certainly be higher than the entry level SG machines. Nintendo will choose one platform and then mass-produce it to keep down the cost, and if anyone can do that, it's them. I think the future for Nintendo is looking very good with Silicon Graphics, and obviously we want to take full advantage of that."

Of course, we asked to see all the really Top Secret stuff - we even threatened to throw a huge strop if Westwood wouldn't show it to us. No dice. Some things not even NMS can do...

WHERE IN THE WORLD?

Las Vegas sits in the Mojave Desert, a short hop from the Grand Canyon and Hoover Dam. It's the jewel in the desert - an enormous, sprawling city filled with gobsmackingly enormous casinos which cannot be described in words alone. To give you some idea: recently opened was the Luxor - a hotel the size and shape of an Egyptian pyramid with a full-size Sphinx standing guard outside the front door. Remember the beginning of Blade Runner when the flying cars shoot up the side of that humongous building? At night the Luxor looks just like that! Each hotel has its own theme - from the mediaeval knights of the Excalibur to the clowns of Circus Circus to the volcano and tigers of the Mirage. Can you think of a better place on Earth to get ideas for games? Neither can we! Westwood Studios is an impressive building on the outskirts of the city. It's nice and peaceful but all the action is right on the doorstep. Those lucky so and sos!

▲ This is the Treasure Island Casino, absolutley nowt to do with video games but it's dead good - the two pirate ships sail towards each other and have cannon fights and stuff and one of them sinks and everything...gibber...



RGINS!

TUDIOS

YOUNG MERLIN

CONJURING UP YOUNG MERLIN

The big Super NES project from Westwood recently has been their 16-meg monster Young Merlin, reviewed last issue. For those not in the know, it's based on the teenage exploits of the legendary wizard of Camelot. Now Merlin's just a lad and hasn't fully worked out the full extent of his magical powers, so luckily there are plenty of magical items to discover and use against some pretty evil enemies in this super-cute graphical adventure featuring some genuinely novel humour. The game features twelve massive lands and almost four megs of sound, and cramming that lot into a mere 16-meg was no easy task.

It took two years for programmers Berry Green and Milo Ballan to do it, although the number of people who worked on the game was much bigger. Countless people had input into the game, which is generally what happens at Westwood because everybody's encouraged to have a say in everybody else's games. But at the end of the day it was Barry and Milo who had to sit down and slog through the code, taking account for all the quirks of the Super NES. "It's certainly a strange machine to work with," says Barry. "But once you've worked out the way it thinks you realise what a good machine this is. When you put it up against the Genesis (Megadrive) the Super NES is superior in every way. There's absolutely no doubt about that." Despite the huge amount of memory available, Westwood still had to use special compression techniques to cram in all the data for the game. "The aim was to involve the player in the game as much as possible," says Westwood vice president Louis Castle. "We wanted to alternate between action and strategy and come up with some new puzzle concepts to provide a real challenge." Westwood freely admit that some of the inspiration came from Zelda games, which can't be a bad thing, and reckon they've created a game format which may inspire developers to think bigger and deliver better games. In terms of presentation, Young Merlin definitely breaks new ground. Are you reading this, Mr Miyamoto?

▲ This one of the guys responsible for the character design in the games. So if you don't like them - blame him.

IN THE BEGINNING...

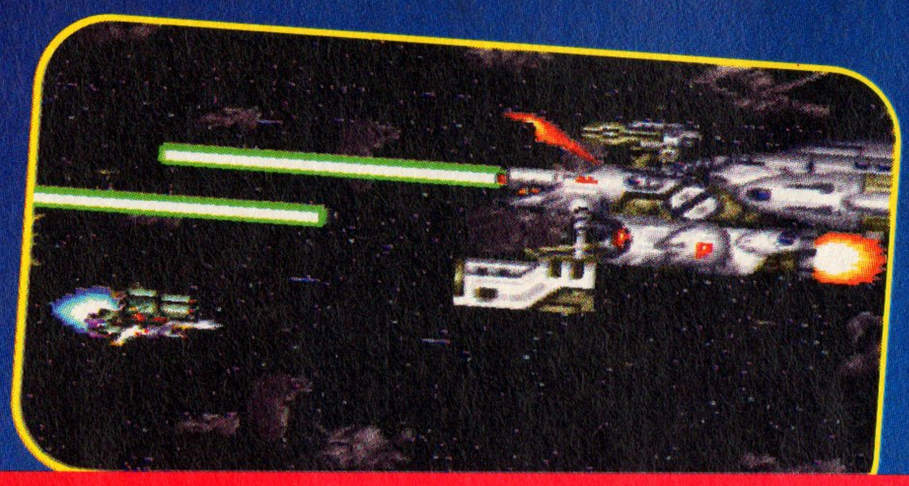
Westwood was created eight years ago by Brett Sperry and Louis Castle in a garage, working on conversions before they decided to produce their own games. Programmers and artists were hired in and the company produced work for some of the biggest software houses in the world. Battle Tech 1 and 2 and Eye Of The Beholder are just a few of their successes, and now the company has the backing of the giant Virgin name since the two joined forces in 1991. The rest, as they say, is history.

WHAT NEXT?

Westwood are staying tight-lipped about future projects, although they're developing for a wide range of platforms - including CD. The place is in the midst of rapid expansion as the line between movies and video games becomes more and more blurred. Could we be looking at a New Hollywood? If such a thing is going to exist, Westwood will certainly be part of it. Viva Las Vegas!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



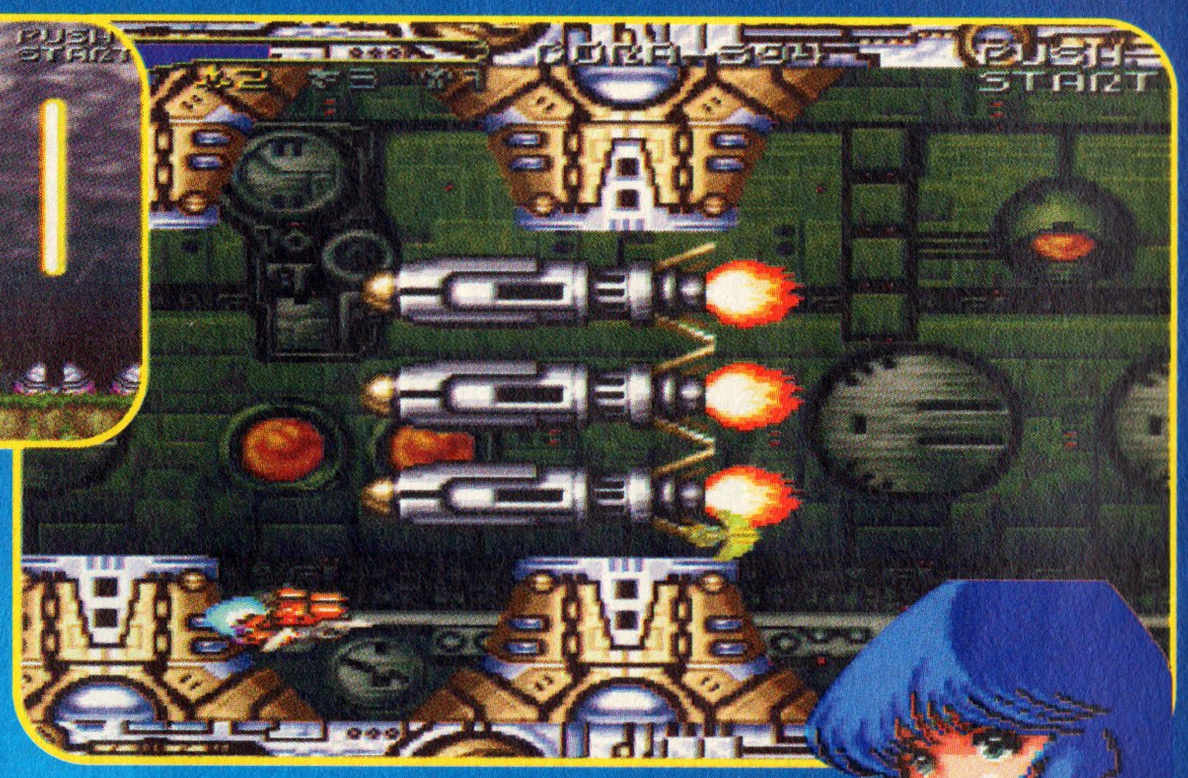
CART SPEC

- **BY:** ZAMUSE
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SHOOTER
- **CART SIZE:** 8 MEG

MACROSS

AD 2009: In the face of an Alien invasion by the wicked Zentradi, Earth has but one hope: the song of a beautiful young girl. Only her voice can inspire the human race towards a victory against the encroaching battleships, themselves stirred into action by their own sinister choir This is the story for Macross, a seven stage shoot 'em up based on the manga stories of the same name created by Sukehiro Tomita. You pilot a rather special ship in your attempt to thwart the evil Zentradi, special because it has the ability to transform itself into three varieties of ship. The standard type - the Fighter has the most highly concentrated firepower and is the most nippy. The second - the Gerwalk is less manoeuvrable but has a wider spread of fire. Lastly we have the Batroid, an assault suit more suited to ground-based attacks. To add to this, you have the choice of three pilots to fly as. Be warned, though, the effectiveness of your ship's weapons differs depending on your choice of character.

Macross is very challenging - so tough, in fact, that it takes all the effort required to defeat the entire Bydo empire in Super R-Type to progress past the first mission alone! However there is always hope for the next go being more productive and it is this factor which makes the game so very addictive. The bosses are extremely clever, ranging from flashy gadgets to giant robots and the versatility of the three ships lends the game an element of originality, acting as an apology for the more typical nature of the presentation. Players prepared to stick this one out are sure to find all the effort worthwhile even if this formula is long since out of date.



▲ Hi, I'm Sheila. I've got three missiles, and here they are. Mmmm!

RATINGS

PRESENTATION — 78

▲ Nice intro, options and stuff.

GRAPHICS — 84

▲ Luvverly detail and some very clever bits.

▼ But some bits are dull in the extreme.

SOUND — 83

▲ Some nice, ecoey music, good sound effects and strange garbled speech.

PLAYABILITY — 82

▲ Holds your attention.

▼ It's too damned hard for its own good.

LASTABILITY — 78

▲ It's so hard that it'll last for ages. Lots of Macross features in it for the fans.

OVERALL — 81

A well-implemented although slightly old fashioned looking game that suffers from being a bit too rock. For macross and shoot 'em up nutters only.

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

WE RIPPED-OFF A PERFECTLY GOOD IDEA.

True arcade action. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. Still, it's about as close to an authentic arcade joystick as you can get, anywhere. The layout's familiar, and the construction's tough enough to handle the most challenging street fight or the ultimate battle for the universe. If you prefer control pads to joysticks, you'll love the asciiPad *(also pictured)*. Either way, our controllers have a few features you won't find in the arcades—state of the art effects designed specifically for today's coolest games. Special effects like Turbo Fire, Auto Turbo—even Slow Motion. The Super Advantage and asciiPad, for the Super NES. ***IT'S HOW TO WIN.***

LICENSED BY Nintendo™

INTERNATIONAL Nintendo LICENSED PRODUCT™

The asciiPad.
Small size. Big punch.

ASCIIWARE™

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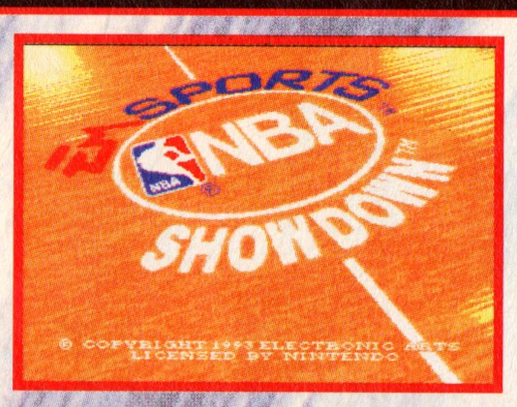
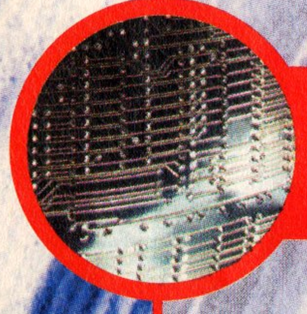
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** EA SPORTS
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1/2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** N/A
- **RESPONSIVENESS:** Not bad
- **1ST DAY SCORE:** 2nd level
- **GAME ORIGIN:** EA's latest foray into the world of the basketball game.

CONTROLS

- **HOW TO PLAY:** Set up your NBA team as a solo player, two-player coop or two-player versus then choose pre-season one-offs or enter the league.

A	JUMP SHOT/STEAL
B	PASS/SELECT PLAYER
X	ADVANCE FREEZE FRAME
Y	FAKE/JUMP/DUNK/MARQUEE SHOT
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: INSTANT REPLAY SELECT: TIME OUT

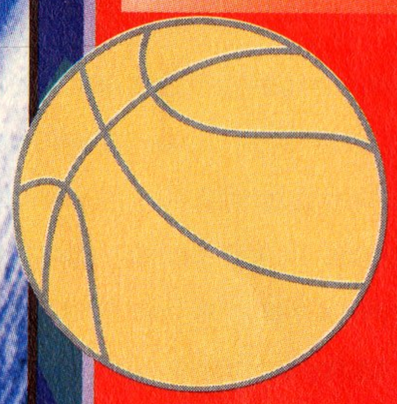
Basketball hasn't always been the fast-action spectacular sport we know it as today. Oh no. Did you know that the game was in fact invented in Elizabethan times by the court jester - Keith T. Basket - who substituted the ball with the heads of traitors who... Okay, I'll come clean, this isn't the *real* history of basketball at all, but, you see, since Rad's been gone there's no-one left to write those preposterous intros anymore. I guess I was just trying to soften the blow that's all, okay! The history of Basketball is, in reality, much less exciting. It was invented by a Doctor James Naismith who nailed a basket to a gym wall one afternoon so that his bored kids could have something to do. Told you it was dull. Anyway, here we are today and Basketball is the fastest, most action-packed sport in the world and nowhere more so than in the NBA league of the USA. NBA Showdown, EA's latest offering, gives you and a chum of your choosing the chance to share in the glamour in either pre-season games or the full season's worth of matches in an effort to win the coveted World Championship. There you are, it might not have been very funny, but at least you've learned something. I thank you...

NBA SHOWDOWN

I HAVE A DREAM...

Of the plethora of options in this game, my personal fave is the one that lets you pick your own team. Imagine it, Charles Barclay, Shaq, Michael Jordan, Patrick Ewing and Tim Boone all on the same team - they'd be practically unbeatable. Oh, I forgot, it doesn't give you the option to pick the weak, wheezy kid who's crap at games. What a shame. Sorry Tim.

COMMENT



ANDY

The problem with this is that there's too much time setting up the game and then you've got the annoying rules to deal with - the refs give out penalties like they're going out of fashion breaking up the flow of the game - which is a shame because the game itself is pretty decent. The players are fast, respond well, all the big names are in there with their "Marquee" shots and once you get used to the fact you can select any player on the pitch, things get better. Yes, every element of the game is here, and I suppose there are probably people out there who really get off on this sort of realism and, as such, NBA Showdown is the best product yet for that. Unfortunately I find it all a bit of a bore. I'll wait for NBA Jam instead.

▼ Hello, I'm a sequence!

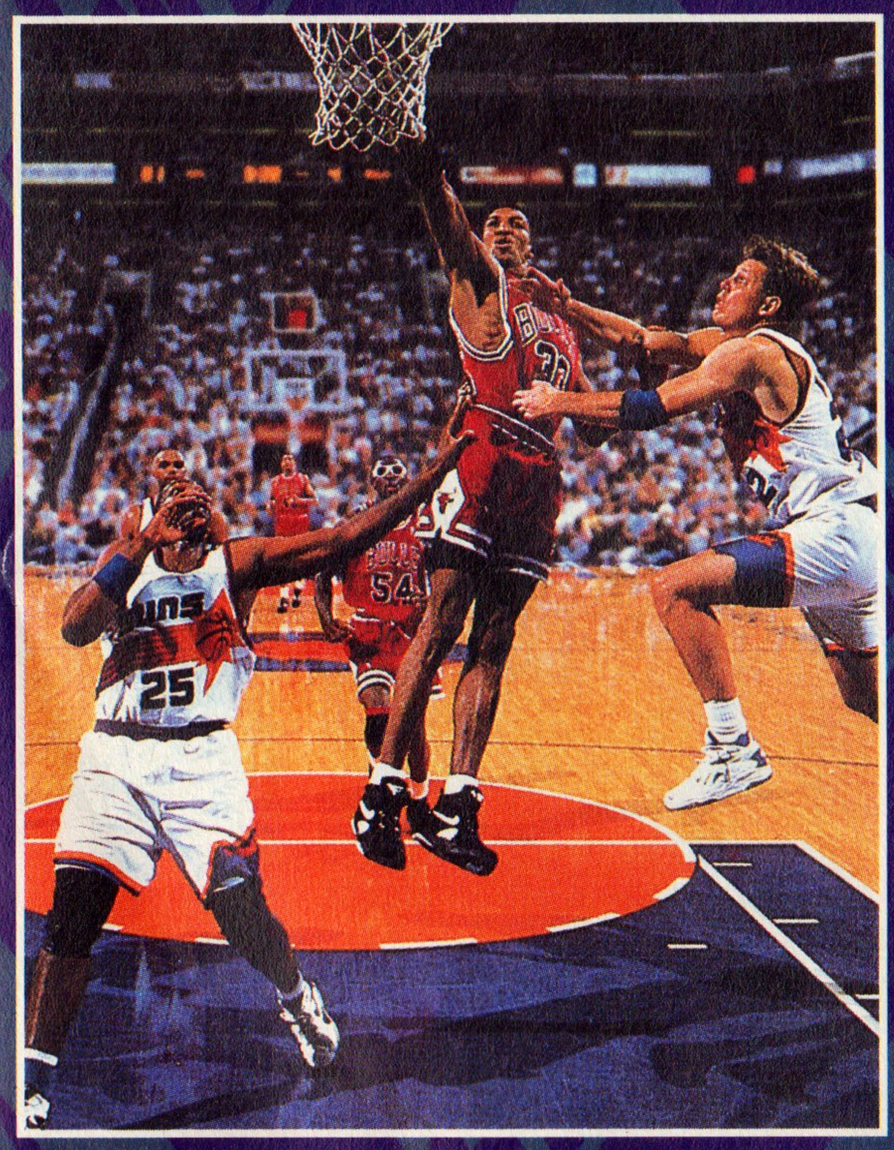
▲ "Half-time oranges!! Me first, me, me..."

BA DOWN

A NICE FAT DUNK

Have you ever noticed that most sports people are just plain ugly? A bit like most magazine journalists really. The same is true for top Basketball players, and whilst their mates are out enjoying themselves, these sad individuals spend hour after hour on the court perfecting their art. The results of their penance is seen here in what is bizarrely referred to as the "Marquee" shots. Each team has a star player, presumably the ugliest, who has dead flashy way of sinking the ball. This is best performed with the player in question in front of the basket and a timely press of the 'Y' button. Witness Shaq's 'Gorilla Slam', Jordan's 'Kiss The Rim' or, amongst a whole host of others, Mourning's 'Double Hand Pump Two Hand Slam'. All testament to many lonely hours practising when they should have been out snogging girls like the rest of us.

▲ "Aga doo doo doo, push pineapple, shake a tree, to the left, to the..."



COMMENT

PAUL

With all the stats, it is possible to become bogged down when considering each of the players' strengths and weaknesses. Yet this only occurs when playing simulation matches and in fact adds to the gameplay. Reward is also gained from successful management of teams as it is from skillful control of the players. Such statistics make up for the rather hit and miss nature of the actual on-court action where points scored are generally down to luck. It's odd that passing plays are restricted only to players who are visible on screen, making some tactics impossible - completely stupid in fact - but, on the whole, this is a great game. The inclusion of trademark moves makes for some exciting moments and control is as instinctive as in all EA basketball games. Which raises a question - why another one?

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION

88

▲ Great presentation - just like we've come to expect from EA.

GRAPHICS

84

▲ The graphics are of a high standard all round. Heck, you can even recognise your favourite players.

SOUND

82

▲ What there is of it is good. Nice squeaks of the players' trainers and solid dunking noises.

PLAYABILITY

85

▲ The game is pretty fast-paced and instinctive to control...

▼ ...But the constant interruptions for penalties and such soon begin to annoy.

LASTABILITY

86

▲ With a full season's worth of play (82 matches), the ability to create your own "Dream Team", Arcade and Simulation modes and a two-player action, this'll keep you going for yonks.

OVERALL

84

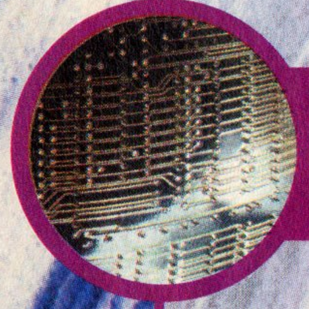
A very comprehensive, fast-paced game that'll have stats bores in ecstasy, but the instant gratification mob may find it a bit frustrating.

REVIEW

Nintendo® ENTERTAINMENT SYSTEM®

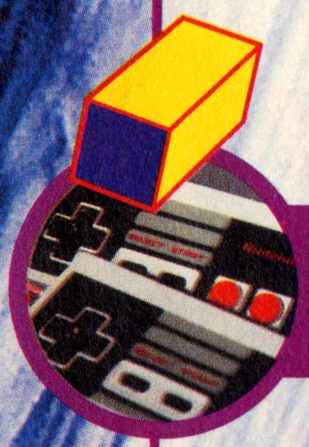
CART SPEC

- **BY:** NINTENDO
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 4 MEG



GAME INFO

- **PLAYERS:** 2
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** MODERATE
- **CONTINUES:** PLENTY
- **RESPONSIVENESS:** GOOD
- **1ST DAY SCORE:** LEVEL 10
- **GAME ORIGIN:** Follow up to the highly brilliant Tetris, invented by Russian mathematician, Alexey Pazhitnov.



CONTROLS

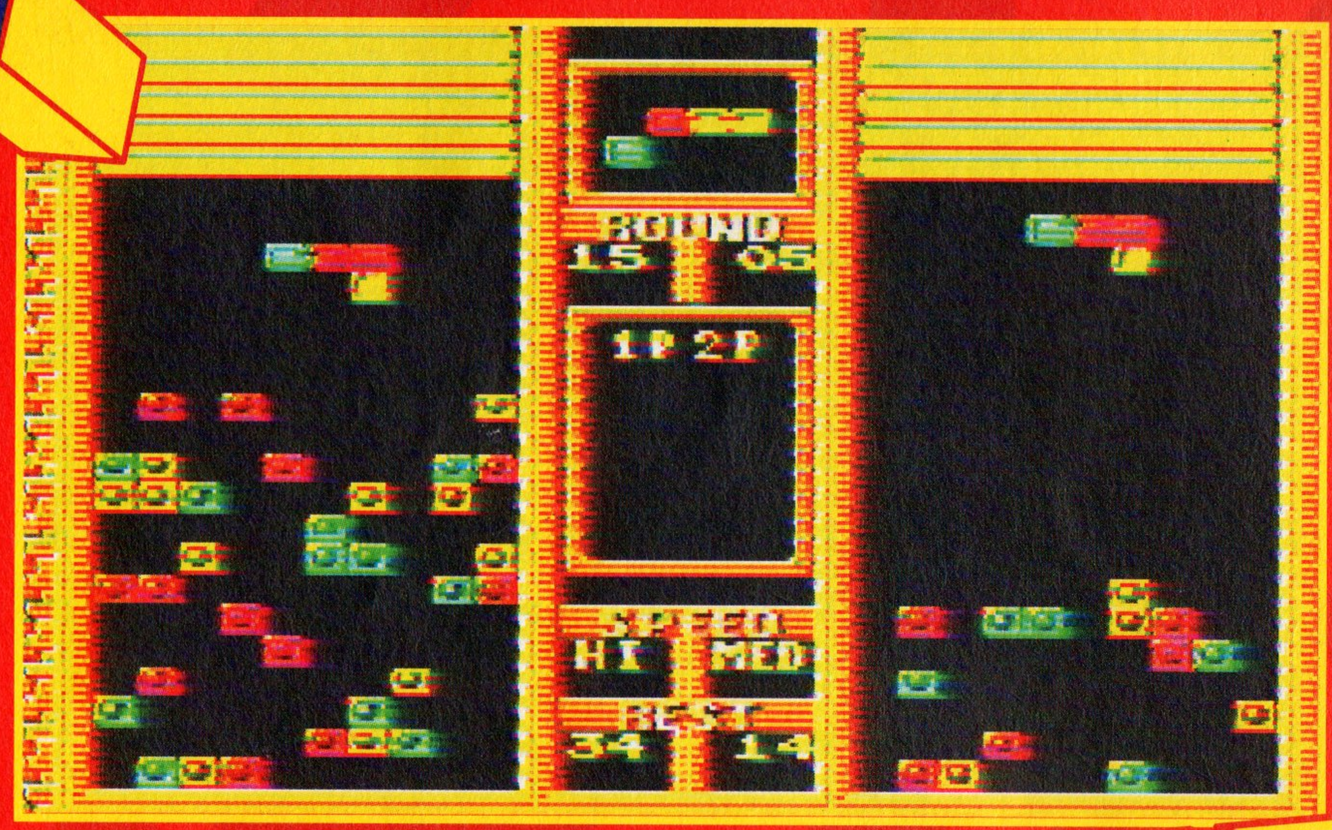
- **HOW TO PLAY:** Guide your pieces down the screen in an attempt to get three of the same colour in a vertical or horizontal line and destroy the flashing blocks.

A — ROTATE CLOCKWISE

B — ROTATE ANTI-CLOCKWISE

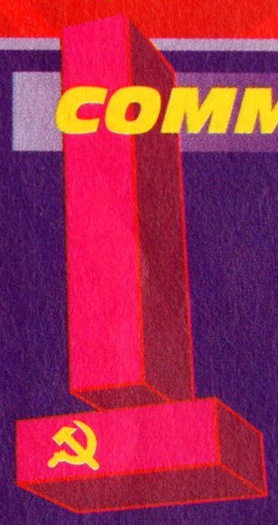
S — START: PAUSE

S — SELECT: NIET



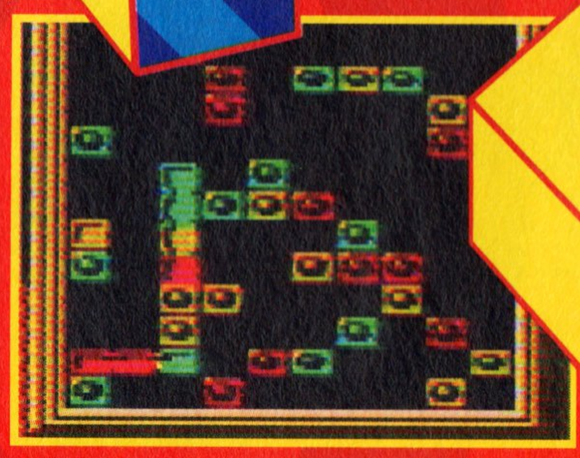
Who can explain the appeal of Tetris? Anyone? Gawd knows I can't explain why I play it - still - for hour-upon-hour at a time, eyes red and watering from not blinking, hands trembling slightly and in the foulest temper if anyone else in the room so much as moves. Yes, it's an odd game alright. I mean, it's only a load of chuffing squares after all. Well, it seems that some sadist at Nintendo has deemed it necessary to inflict more block-related torture on a wholly unsuspecting NES owning public, hence this latest title. I give you Tetris 2. Thank you.

COMMENT



TIM

I must be one of the world's biggest Tetris fans and any new addition to the series is always a big event. Can you imagine the excitement surrounding the arrival of Tetris 2 in the office? Unfortunately the game doesn't quite live up to expectations and contains nothing startlingly new. Initially the new style of game can prove confusing, until you realise its more of a Columns derivative than a Tetris follow-up. Within these limitations Tetris 2 is a good enough game, but the original was so perfect this sequel is hardly necessary. I'll stick with Tetris, thanks.



ARE YOU A SQUARE?

Tetris 2 bears very little relation to its predecessor, the idea in this game is to make short lines of 3 or more blocks of the same colour either horizontally or vertically. Successful achievement of this makes the blocks vanish. It's not quite as simple as it sounds, though. The ultimate goal is to reach the "Flash Blocks" and make them disappear. These blink away at the bottom of the screen, usually hiding under "Fixed Blocks" that jam up the screen until they're included in a line of three. Also unlike the prequel, Tetris 2 has a one-player versus computer option and, better still, a two-player game where the elimination of a flash block on your half results in the lowering of your opponent's ceiling, and vice versa.

I'M IN THE MIDDLE OF A CHAIN REACTION

Perhaps the most impressive moments in this game are when a player causes a chain reaction. These occur when, by fault or by design, two or more rows are eliminated at once. In the one player game this guarantees points galore, but in two player the chain reaction comes into its own causing your opponent's peices to cascade down the screen - the more lines you make disappear, the more blocks that fall faster. Oh, and you get bucketloads of points too.

▲ Playing Tetris 2 is tons more fun than filling in Dave's monumental caption boxes. It's a size thing, you see. "Mine's bigger than Gary's" "Oh no it's not" etc etc. Pathetic, eh?

▲ You see, this is what happens when you start to panic and everything goes wrong. Pretty soon it'll all be over, which can't be a bad thing.

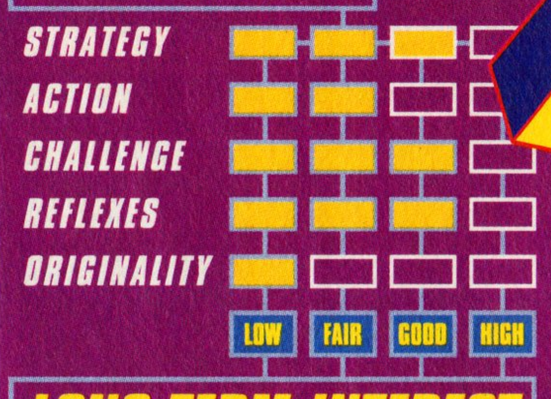
COMMENT

ANDY

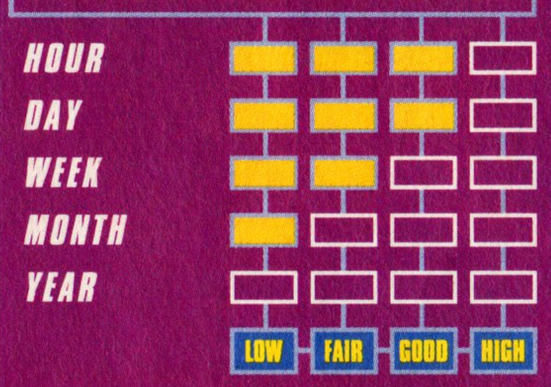
Tetris 2 comes as something of a disappointment to me. I was looking forward to some all-new blockbusting action but what we have instead is a sort of Columns derivative - but with differently shaped blocks. That's not such a bad thing - Columns was a great game on the Megadrive. It's just that, after the brilliant Bombliss on the Super NES, I was expecting something more, well, original. Maybe my expectations were too high. Anyway, the game itself plays smoothly, is quite challenging and is great in two-player. Altogether I found it enjoyable enough but found it lacking that special "ingredient X" that kept me hooked on the original. Have a look and see what you think.

RATINGS

BREAKDOWN



LONG-TERM INTEREST



PRESENTATION 80

▲ Nothing special, nothing horrible. Not much to say about it really.

GRAPHICS 85

▲ Clear and colourful. Almost to the point of gaudiness.

SOUND 83

▲ Three tunes, or none if you prefer.

▼ Not quite as catchy as the originals.

PLAYABILITY 86

▲ Smooth and easily controllable. Nuff said.

LASTABILITY 83

▲ 30 levels to conquer and a good two-player option should keep players occupied for some time.

OVERALL 84

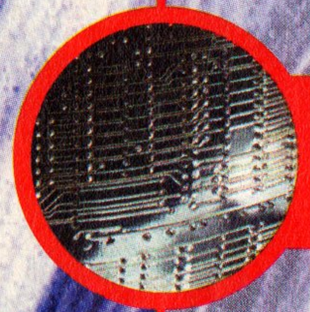
A good, if slightly unoriginal, puzzle game. Not *quite* as compelling as the first Tetris, though.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** IMAGINEER
- **PRICE:** £44.99
- **RELEASE:** NOW
- **GAME TYPE:** STRATEGY
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Password
- **RESPONSIVENESS:** Poor
- **1ST DAY SCORE:** COMPLETE FIRST EPOCH
- **GAME ORIGIN:** Mega-lo-Mania was Sensible's answer to Populous. They lend their name to this conversion.

CONTROLS

- **HOW TO PLAY:** Mine the necessary raw materials to build your weapons, select your troops and wreak carnage.

A	INCREASE NUMBER
B	LOWER NUMBER
X	HELP
Y	MOVE CURSOR
L/R	L: OPTION BAR LEFT R: OPTION BAR RIGHT
S	START: PAUSE SELECT: NO FUNCTION

From our viewpoint down here on Earth, we are but ants trying to discern the vaulted ceiling of cosmography. For all we know the universe could be under the control of vast sentient beings, who see life like our own as a minor inconvenience. In Mega-lo-Mania this is imagined as a contest, where the Great Old Ones fight for supremacy over our lives - with our lives!

Using their brains, and our brawn, the Gods constructs armies to march across the nine epochs, systematically destroying all opposition with weapons of doom. The reward for the ruler is supreme power over the universe!

MEGA-LO

MAN YOUR STATIONS

You play the game by distributing your manpower. With the people you take onto each island, you go through a process of developing the following:

INVENTION
You invent offensive weapons to take into battle; defensive ones to ring your buildings; and shields to repair damage. Inventions need...

MINING
Each invention has a formula of elements. You get the elements by assigning men to mines. As you progress you will have to dig deeper and search harder.

BUILDING
You build functional structures like mines, labs and factories to allow you to develop new inventions.

MANUFACTURE
Advanced inventions must be built in production runs by large amounts of labour.

ARMIES
You take troops into other sectors to clear out settlers, or to defend your own sectors from attack.

MAKIN' BABIES
Anyone not gainfully employed will amuse themselves in the time honoured tradition...

▲ Hey, party at Paul's house everybody!

REAL ESTATE

The game has nine levels (epochs) split into three islands. Each island is made up of sectors. You win the island by ridding all other sectors of inhabitants. It will take more than persuasion. This means bloodshed! Your men will start to construct in any sector they build in. You have 100 men for each epoch, but you should be sparing, as you can carry over unused people into the next epoch.

COMMENT

GUS

Ah! Sacrilege to one of my favourite games. Mega-lo-Mania originally had a very effective control system based on a flow diagram. Now you'll see that all the functions are on this funny bar. It's completely pointless, as it makes things more tricky. The response is worse and the gameplay is affected. However, Mega-lo-Mania is a really brilliant idea for a strategy game, and even the poor presentation cannot affect that. It's fast, fun and later on it gets furious, with blitz and less-than-four-minute warnings. It's a game I love to play, but one that has been slightly scarred here by inferior graphics, fuzzy sound and the aforementioned control bar. Safe, nonetheless.

▼ Yes, jolly well done old chap.

WEAPONS OF DESTRUCTION

Man has many ingenious ways to maim and kill. As you grow in power, they become more effective. From rocks and catapults, we turn to bows, guns, aeroplanes and nukes. This is done by advancing tech levels, putting people into research and basically playing like a mad dog.

O-MANIA

▲ Choose mine. No me, choose me...

ODD LOT

There are four characters you face all through the game, each with a way of playing, and a voice all their own. Sometimes an island might be a four way tussle for control.

▼ Kill the pointing hand. You will destroy it...

COMMENT

ANDY

This kind of thing seems to happen with an alarming regularity - a Megadrive game getting an inferior conversion over to the Super NES. Now, it's happened again. Perhaps Imagineer though the control system was too easy to understand, the graphics too crisp and the samples too clear because, compared to the Sega version, this is inferior in all these ways - not something we've come to expect from our machines. In fact the only thing that seems to have survived conversion is the gameplay, and even then it's not as good as it used to be. However, the bare bones of the game are still there along with all the action and the humour. But Mega-lo-Mania is still one of the best and most fun games of its type, and if you haven't seen the Megadrive version you won't know what you're missing anyway. Strategy fans should most definitely have a shufty.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	□	□
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	□	□
YEAR	■	□	□	□

PRESENTATION — 65

▲ Password system, intro and help feature.

▼ The game's presentation is inferior to every previous incarnation I can remember.

GRAPHICS — 68

▼ Made to look very dull, with bland, fuzzy backdrops and tiny sprites. The sharpness of the original look is gone.

SOUND — 62

▲ The speech is really amusing and sound FX are smart.

▼ The speech is needlessly fuzzy, and the music is simply not an improvement.

PLAYABILITY — 85

▲ Involved strategy action, with lots to do and fast reactions demanded of you.
▼ Not any direct action as such. Annoying response.

LASTABILITY — 83

▲ The nine epochs do set a tough challenge. Single islands take hours to complete.

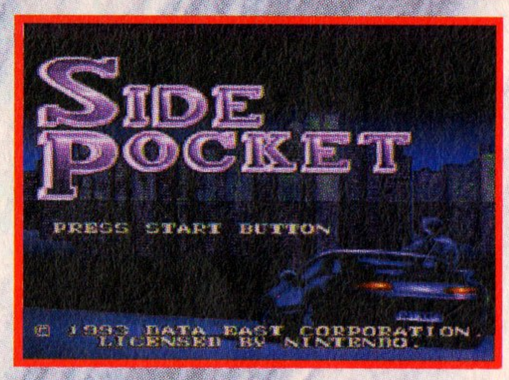
▼ Some may find it too frustrating to persevere.

OVERALL — 84

An excellent concept marred by a slightly off mark conversion. Strategy fans will not be too disheartened, though.

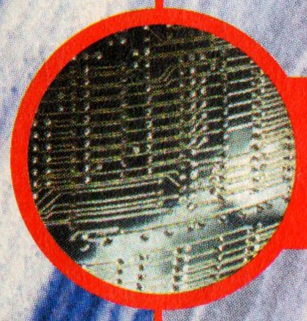
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** DATA EAST
- **PRICE:** £44.99
- **RELEASE:** MARCH
- **GAME TYPE:** SIMULATION
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Hard
- **CONTINUES:** None
- **RESPONSIVENESS:** Pretty Good
- **1ST DAY SCORE:** Reach Las Vegas
- **GAME ORIGIN:** Side Pocket is an enhanced interpretation of Pool.

CONTROLS

- **HOW TO PLAY:** Slip into Tom Cruise's shoes and become a pool shark. Making money, travel the world and be a cockey so-and-so.

A USE SPIN, SIDE, ETC.

B HIT CUEBALL

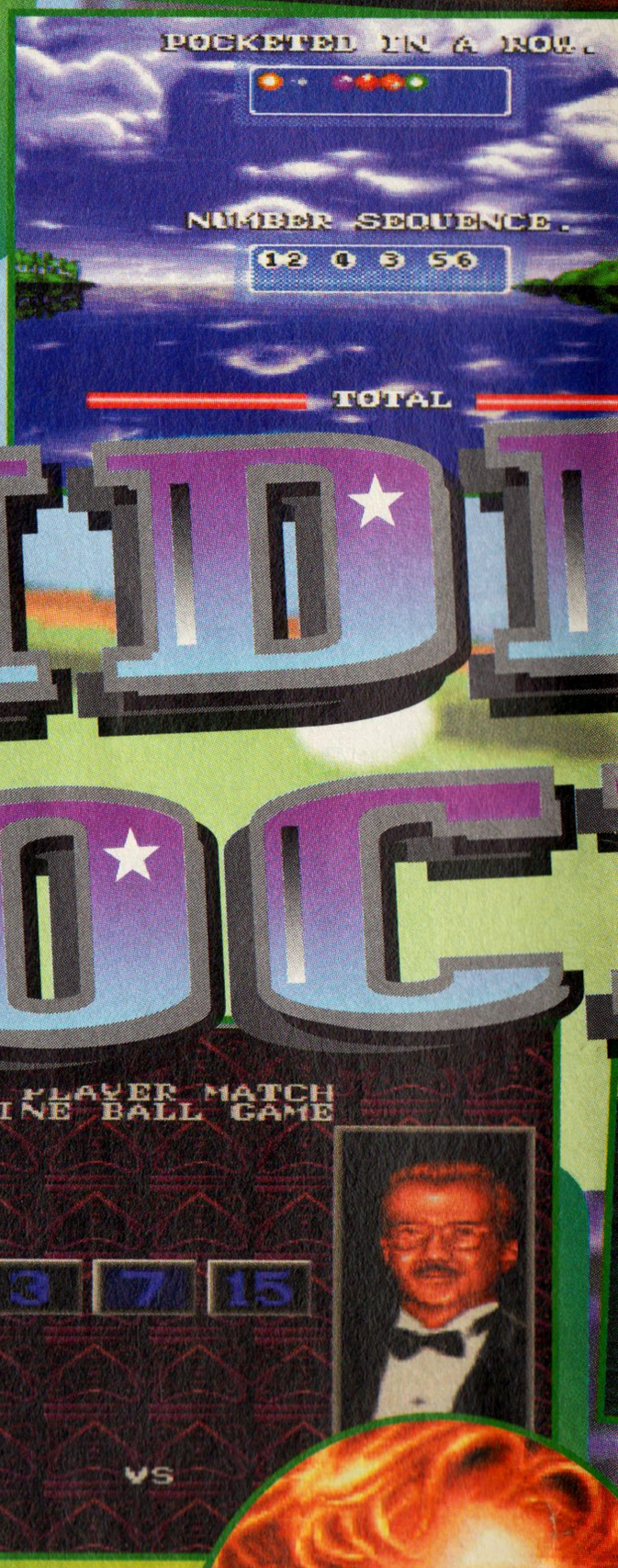
X NO FUNCTION

Y NO FUNCTION

L/R L: NO FUNCTION
R: NO FUNCTION

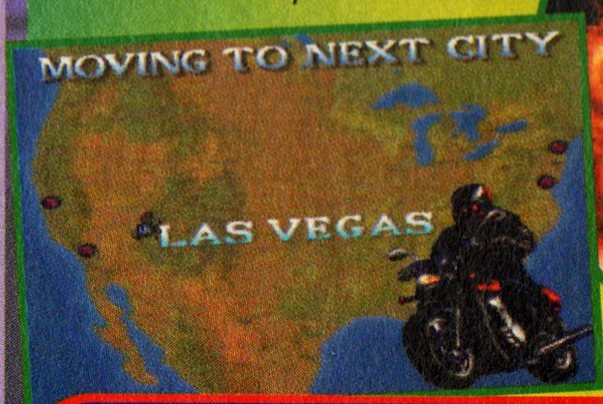
S START: STARTS/PAUSES
SELECT: NO FUNCTION

Ah, the skillful art of the pool game. The dimmed lights and smokey atmosphere; the men walking around in suits and women draped over the bar as the players take to the table. Yessiree, pool is one hell of a dodgy business - in the good old US of A at least. Following in the footsteps of ice hockey and American football, it's yet *another* popular American sports game which the British aren't interested in one bit - excepting the insomniacs who watch the pool tournaments on the telly at two in the morning. But hey, us Brits are capable of taking anything the Americans throw at us and appreciating it just the same if not more so. Does Side Pocket pot the black or does the metaphoric cue-ball merely bounce aimlessly from the cushions? Let's see...

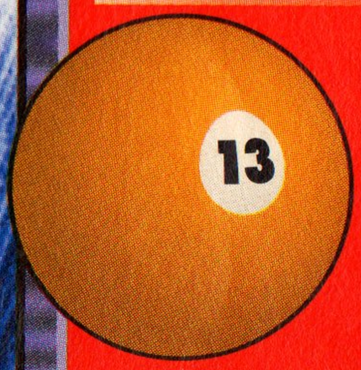


SIDE POCKET

▲ Side Pocket - silly suit not included.



COMMENT



ANDY

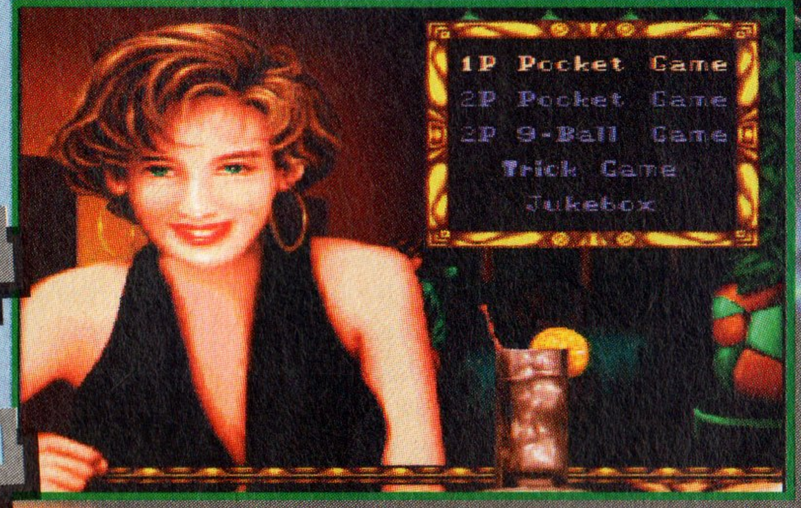
Pool is one of those games that's better off being played for real than on console. However, Side Pocket does its best to recreate the actual game itself and does so very well indeed. It's very arcadey in style and much more immediate than Championship Pool. It doesn't sport as many views of the table, but doesn't suffer from it, all the necessary tweaks you need to make are there and are easy to perform, making for a speedy game. There are some pretty devilish trick shots for you to attempt too that add depth. But the best feature of the cart is the two-player option. The best example of the 'sport' to date. Dive in.

HOW DO YOU MAKE A POOL TABLE LAUGH?

In Side Pocket, the first idea which springs to mind is "Colour of Money." The atmosphere is very "Hey, look at my trick shots everyone" suave and sophisticated. In one player mode, the whole idea of the "Tom Cruise" type comes into play, as you become a touring pool player, travelling from city to city on your Harley Davidson, winning money, pulling off fancy shots and basically trying to woo all the women at the same time. To move on to the next city, you have to gain a set number of points, achieved by potting balls one after the other and in sequence, eg 1, 2, 3, etc. to achieve the bonuses.

PUT YOUR HANDS IN IT'S POCKETS...

When it comes to two player mode, the game gets just a little more competitive. There are two modes of two player game: Pocket mode and 9-Ball mode. In Pocket mode, the game is basically the same as one player mode, without the travelling around, playing against each other with the normal setup, but the special pocket bonuses added, where if you pot the ball in the flashing pocket, you get a bonus such as points, trickshots or 1-Ups, and it's a five frame set match. In 9Ball mode however, you don't get the bonuses, but you can set the match length from 3, 5 or 7 frames and you keep playing until one of you wins. Easy, eh?



▲ Insert your sexist caption here...

▲ A caption for this? Give me a break!

...AND TICKLE

The final option is 'Trick Shot' mode. Here there are 19 different trick shots available to the player, ranging from the very easy to very hard - but the latter is usually the case! The general idea is to clear the table of all the balls without potting them into the "NO!" pockets or destroying the glasses which act as barriers on some tables. As a reward for doing this (IF you manage to do this), part of a picture of a rather nice woman with her clothes ON is revealed, although the picture seems to be jumbled up, and as you can see, we only got four trick shots done, so we honestly couldn't tell you why that is. Sorry!

COMMENT

TIM

I think pool is one of the greatest games ever invented, and if it wasn't for the fact that you can't get the bloody thing through the door I'd have a full-size table in the middle of my living room. I know gambling's bad and all that, but playing pool for money is one of life's great ways of wasting time. Seeing as most of us can't own the real thing, we're looking for a game which goes beyond a mere simulation and offers the atmosphere and excitement of the real thing. Here Side Pocket scores very highly indeed. It may not be as entirely faithful to the game as, say, Championship Pool from Mindscape, but there's an awful lot of fun to be had from this cart - an improved conversion of the aging arcade original. Critically, ball movement is realistic enough to make the game work and the addition of trick shots really boosts the playability of the game. As with all games of this type, though, it's best with two players - and the fun really starts when you play Loser Makes The Tea or something equally pointless. Pulling off a really canny shot and watching your mate squirm is tremendous fun, and games can become nail-bitingly tough. If you're a Pool fan, you face the choice between this and Championship Pool. Championship is more realistic but this is more fun. If you're a pool nutcase with money to burn, buy both games. Your life will then be complete.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION			■	■
CHALLENGE				■
REFLEXES			■	■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	■
MONTH		■	■	■
YEAR				■

PRESENTATION 82

▲ Nice and glossy. The graphics shout "Play me!"

▼ It's a pool game. It's balls and a table.

GRAPHICS 81

▲ Nicely done, with a decent amount of detail.

▼ But you can't do much with balls and a table.

SOUND 78

▲ Nice crack when balls collide.

▼ Not much else of special note.

PLAYABILITY 85

▲ Great in two-player mode.

▼ Alone you'll get bored after a while.

LASTABILITY 83

▲ If you've got a pool nutcase mate, you're laughing.

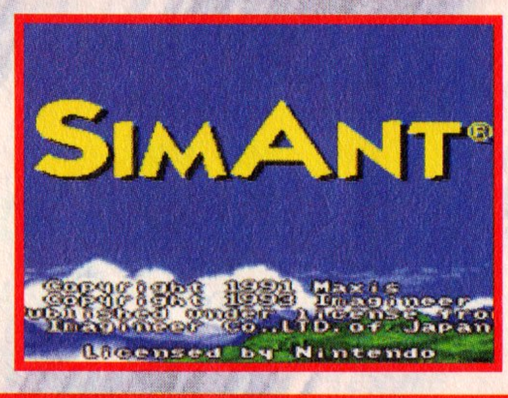
▼ If you haven't, find one.

OVERALL 84

Thoroughly fine conversion of a thoroughly fine coin-op.

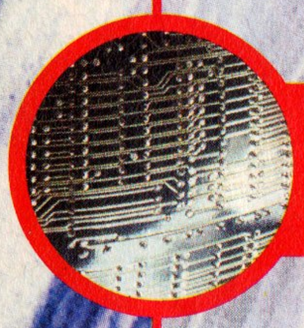
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** MAXIS
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD/MOUSE
- **GAME DIFFICULTY:** MEDIUM
- **CONTINUES:** BATTERY SAVE
- **RESPONSIVENESS:** QUITE GOOD
- **1ST DAY SCORE:** COMPLETE SCENARIO 2
- **GAME ORIGIN:** The game is an original strategy idea based on ant colonies.

CONTROLS

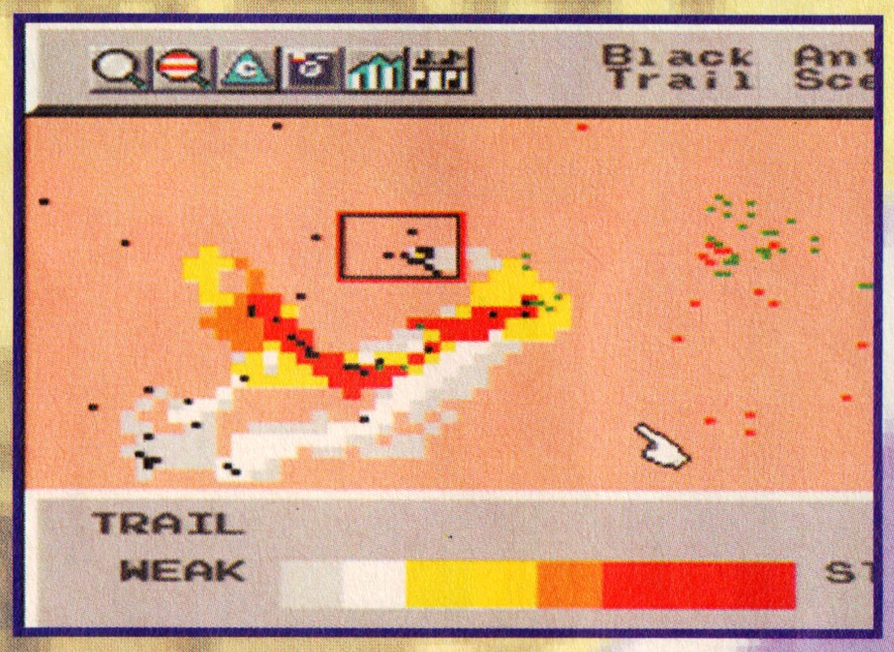
- **HOW TO PLAY:** Develop your colony by looking after the yellow ant and tending to the colony's needs. Conquer the whole garden!

A	MOVE ANT
B	SELECT OBJECT/ MENU
X	NO FUNCTION
Y	NO FUNCTION
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: PAUSES SELECT: CHANGE

SIM ANT

We like to think of ourselves as the most successful species on the planet. After all, who can rival man in numbers, influence and power? Those of us who know better, and still have a little humility, look to the insects and realise we're kidding ourselves. The insect genus is infinitely more varied and resilient than mammals. They may well inherit the Earth.

Of all insects, ants are the most fascinating because they live as a society, something we thought unique to ourselves. They don't have big brains - they don't need them. Their societies are built on reaction, not thought. Chemical commands and messages commit workers, soldiers and breeders to action. No questioning, no doubts. But these tiny creatures have enemies in their minuscule world, other rival ants and human hazards. Sim Ant follows the drama in the growth of one colony.



▲ Guide your brave ants across the burning plains of Zen-dorr whilst avoiding housewives trying to pour kettles of boiling water on you.

COMMENT

GUS

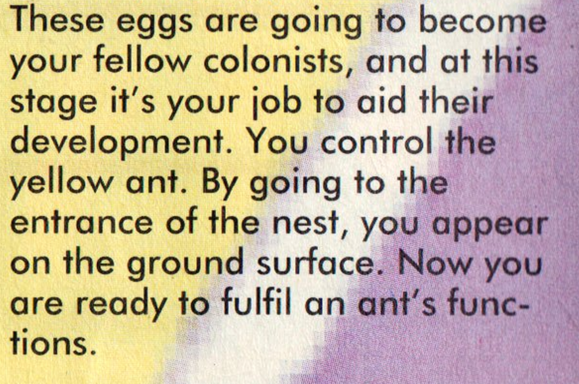
Sim Ant may look depressingly complex, but it's actually very simple. Verging on the basic, in fact. The real interest in the game doesn't come from learning the functions, but applying them to your role as ant general - building a swarming army and overrunning the wretched reds! For a fair while that's great fun, and the game presents a very big challenge. Although, as strategy games go, I see it getting a bit limited after a while. Maxis cannot be faulted on their presentation. Graphics are basic, but compensated for by clarity and some nice sequences (the Mode 7 flying especially). Most important, the interface and game stats are very accessible. If you like the sound of what I'm saying, get this. I doubt you'll be disappointed.

DEEPER AND DEEPER

The start and the heart of the game is underground, where ants build their nest. At the start of the game it's just you and the Queen (cosy!) but within seconds she's laying eggs like billy-o. These eggs are going to become your fellow colonists, and at this stage it's your job to aid their development. You control the yellow ant. By going to the entrance of the nest, you appear on the ground surface. Now you are ready to fulfil an ant's functions.

FOOD

Food takes the form of green dots, and is scattered around the surface. It's a simple matter to travel to food, pick it up and take it back to a store in the nest. Food keeps the colony thriving, and the yellow ant has a personal food gauge.



SPACE

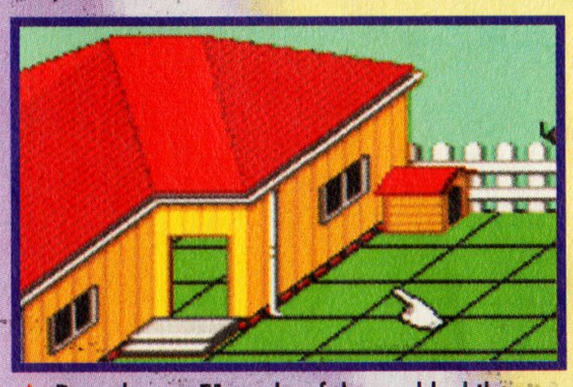
You'll really dig being an ant. It's essential to expand the nest to accommodate the colony. Building a complex allows you to create new nest entrances, and avoid surface dangers. Sometimes rainwater sumps require re-building work.

DEFENCE

Your ant can pick up stones to build protective walls around the nest entrance. It can also fight, but that's not recommended as the game ends if the yellow ant dies.

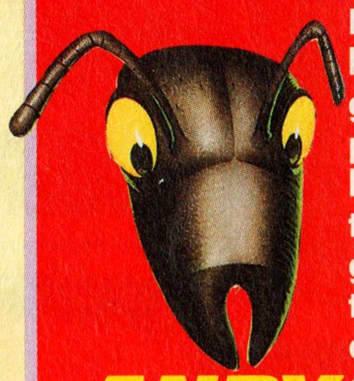
PATHS TO ENEMIES

You face many natural hazards. Cats, lawn mowers and humans all take their toll on the ants, but the biggest threat is from your relatives the Red Ants. They inhabit part of the sector, and will expand into your territory, steal your food and kill your Queen. The way to defeat them is build an army of your own. By sending a signal, you may recruit an army to surround the yellow ant. Take this army anywhere you want. Also, recruiting and releasing ants is a good way to find food. The ants will follow scent trails back to the nest, and lead other ants to the spot.



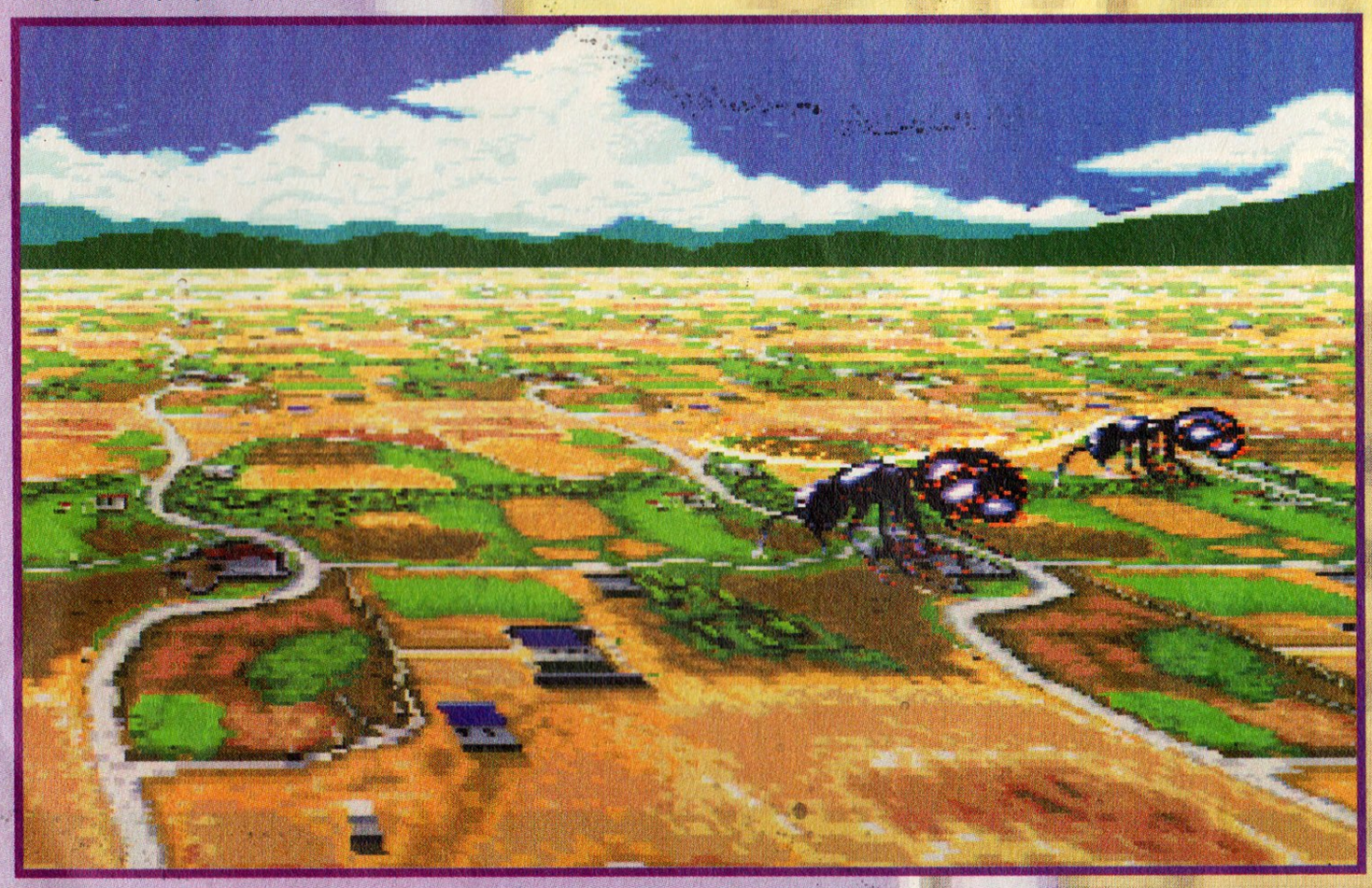
▲ Race the top F1 tracks of the world whilst climbing into people's pic-nic baskets.

COMMENT



ANDY

I'm not the world's biggest fan of strategy games but this one rates particularly highly in my book. It's all to do with the ease with which you get into the game and their way the game is actually played. As Gus says, the range of controls is a little bewildering at first, but in reality they really are no more complicated than, say, Sim City, and it doesn't suffer the agonising slowdown of Sim City either. Graphically it's no great shakes, but then again, how good does it need to be? Also the challenge in this cart is huge and, like Sim City, constantly changing so there's plenty of lastability here. My only real concern for this title is that, as strategy games go, this has perhaps the least charismatic, and when its contemporaries offer you the chance to become an all-powerful deity, controlling a colony of ants seems distinctly unglamorous by comparison. However, if you can see past such cosmetics I'm sure, like me, you'll find this an original and rather absorbing game.



WE ARE FAMILY

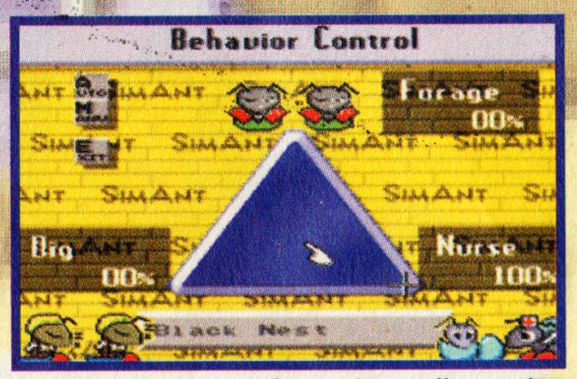
As your colony expands, you want it to start working for you. This is done by controlling the behaviour and caste screens. Each consists of a triangle containing a cursor. At each point of the triangle is a function. By moving the cursor within the shape, you alter the percentage of ants allotted to that function.

BEHAVIOUR

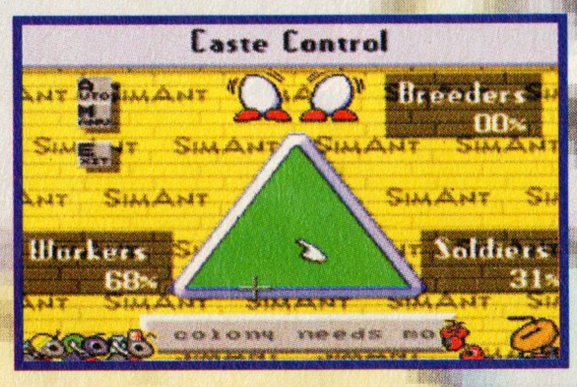
This controls worker ants. They either dig tunnels, forage for food or nurse the Queen's eggs.

CASTE

This affects the birth-type of the new ants. Either soldiers, workers or breeder ants (future Queens) are born. This function is not a convenience for the game. Ants actually control their population types with chemical triggers.



▲ Take to your magnificent white stallion and ride into battle against the evil lord Keith, not forgetting to roll up large pieces of dung and take 'em back home for later.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 90

▲ Presentation is of a very high standard. The battery save option and tutorial rate particularly highly.

▼ The ant info bit is a bit cheesy, it must be said.

GRAPHICS — 55

▲ Some nice sequences, and a general appropriateness to the game subject.

▼ Nothing very exciting to look at.

SOUND — 68

▲ Some pleasant music plays throughout.

▼ The sound FX could have been more naturalistic. Do ants have ears?

PLAYABILITY — 86

▲ Surprisingly easy to get into, and the ant battles brings an element of reflex play into strategy.

▼ Not that many variables to grasp and control. Not for stat freaks.

LASTABILITY — 82

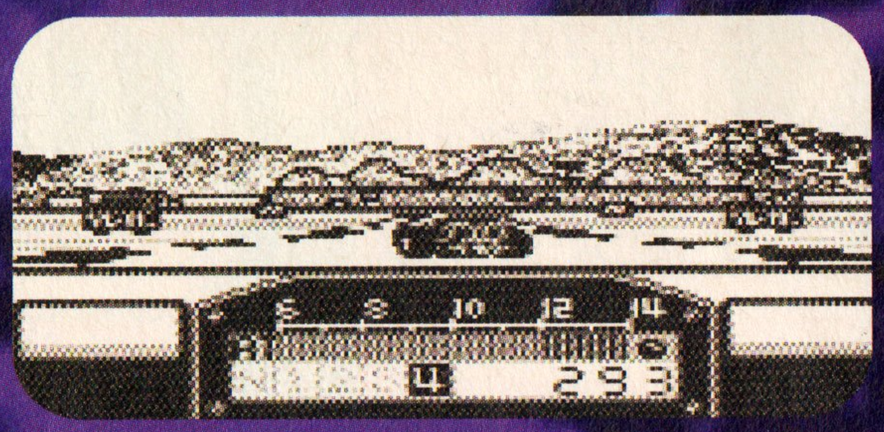
▲ The main game is a totally daunting prospect. Developing colonies over a period is also an option.

▼ If it was deeper it would rate higher.

OVERALL — 84

A Good to very good strategy game, scoring highly for its quirky appeal and clever execution. Up, up and atom!

REVIEW
GAME BOY

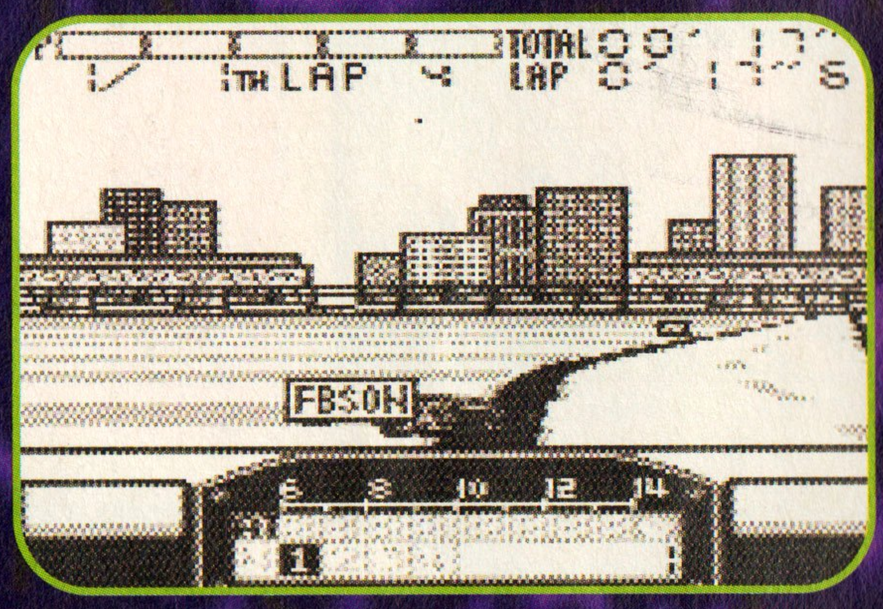


CART SPEC

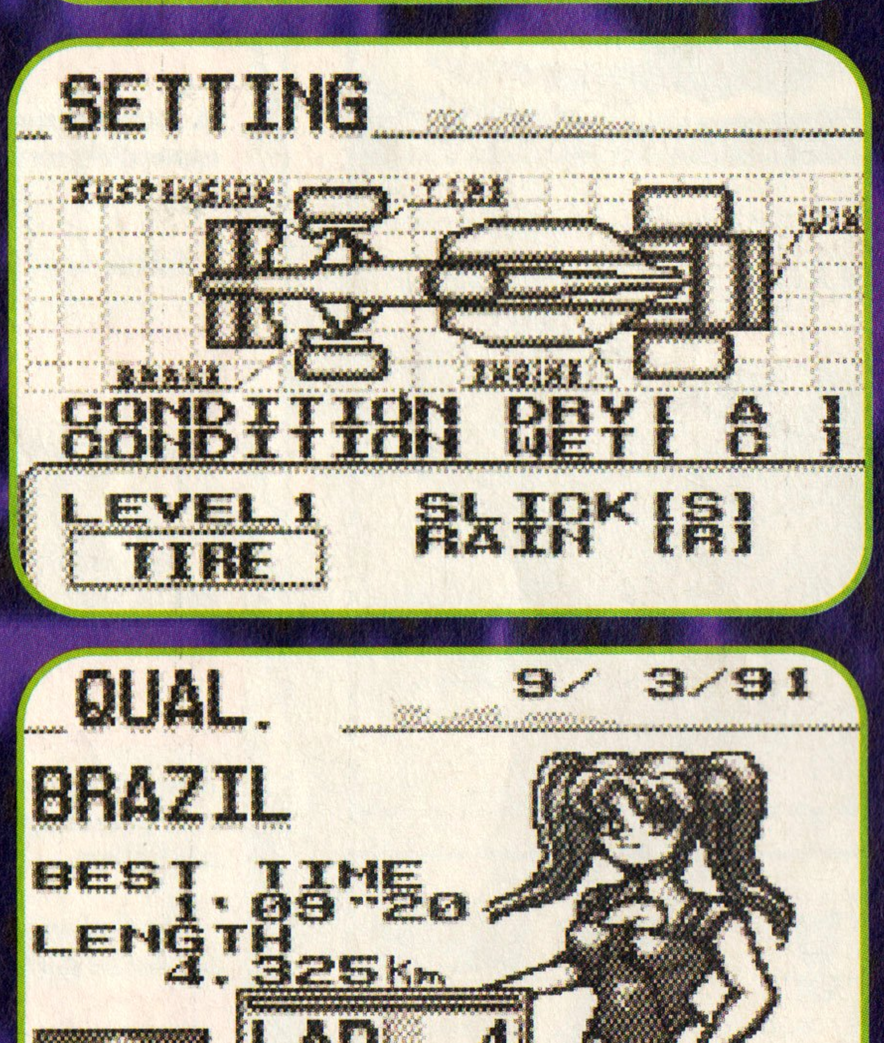
- **BY:** UBISOFT
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SHOOTER
- **CART SIZE:** 8 MEG

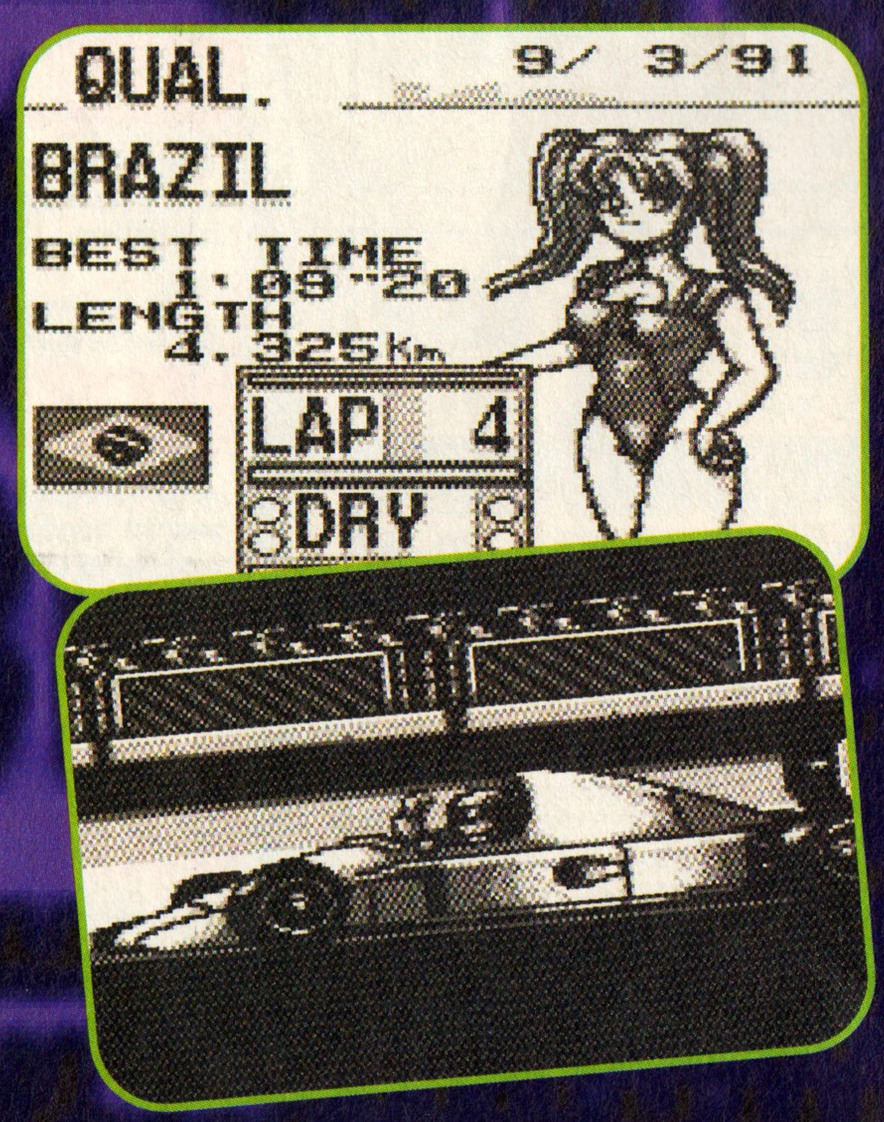
F1 POLE POSITION

Some things in life are hard to achieve. For Paul it's balancing a soggy rusk (his preferred breakfast repast) on the end of your nose. Dave says it's brushing your hair with your teeth. Claire reckons that the hardest thing in her life is holding that chuff in when your stuck in a train in rush hour. Whereas I reckon that one of the hardest things is getting a decent racing game for the Game Boy. I mean, if there's one thing you can't convey on the small screen, it's the speed and excitement of Formula 1 racing. However, all that may be about to change - or so Ubisoft would have us believe. F1 Pole position is a conversion, of sorts, from the Super NES version and features everything you'd expect of a much bigger game. To start with the player must set their car up for the race ahead. And, believe me, there's everything here to tweak, from the size of your engine down to the angle of your aerofoil. Of course, it's not wise to tinker with things until you know what the course conditions are. Fortunately, you're given a full breakdown of all such information prior to the set-up screen. There's a full training mode that gives you the chance to race against other drivers without embarrassment - there's even an obstacle course to test the more experienced driver. After that, there's a whole world of courses, drivers and conditions to contend with in the full season Grand Prix mode. F1 Pole Position is surprisingly good. The graphics are well-detailed with speedy update and little blur, the sounds are decent given the machine's limitations, there are some nice intermission screens but most of all, it's very playable - skill is required in setting up and driving your machine - and it's challenging too. In fact, there's the only groan, whilst you'll soon get to grips with your car it's the devil's own job just qualifying sometimes. However, persistence pays off and it's got a great multi-player option. So if you're looking for a racer, you could do much worse than seek this out.



▲ Keith drove on, sobbing heavily. Why had all the other drivers gone off and left him like that?





RATINGS

PRESENTATION — 91

▲ Great presentation and stats screens throughout.

GRAPHICS — 85

▲ Clear and blur free. Mode-7ish in parts.

▼ Cars are a bit small.

SOUND — 83

▲ Makes a respectable effort at reproducing engine noises, good tunes too.

PLAYABILITY — 87

▲ Easy enough to control straight away.

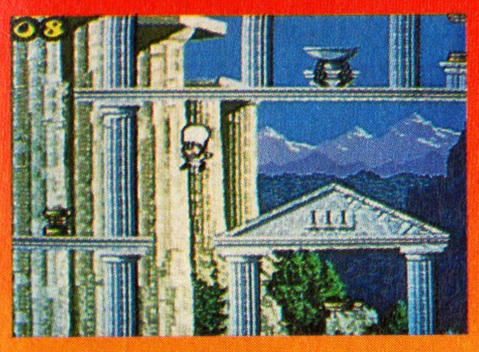
▼ Progress is a bit hard to make sometimes.

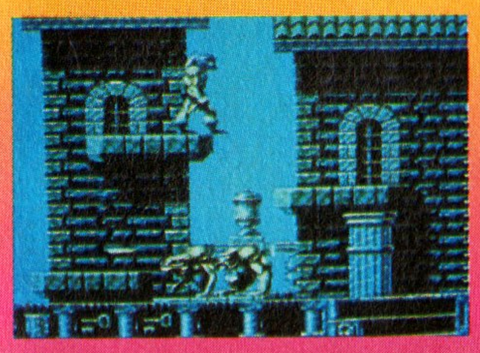
LASTABILITY — 90

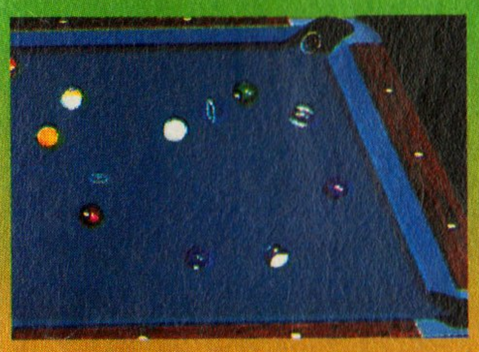
▲ It's a pretty tough task just to qualify and there's a whole season's worth of racetracks.

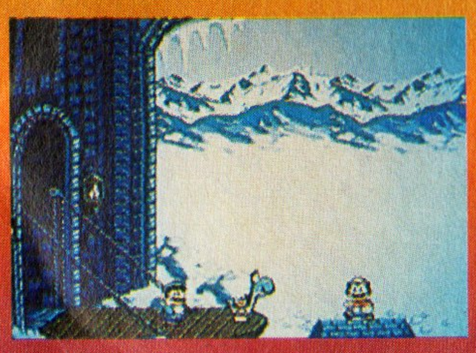
OVERALL — 90

A superior racing game, chock-full of good stuff, that's just a tad hard in places.









THE RAINBOW ENDS HERE!

MINDSCAPE

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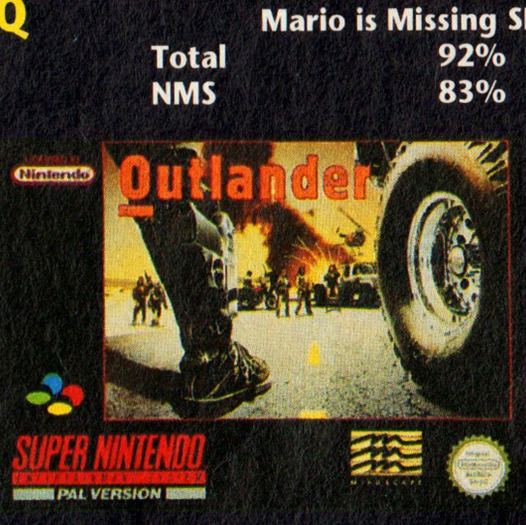


Outlander

MINDSCAPE

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** IMAGINEER
- **PRICE:** TBA
- **RELEASE:** OUT NOW
- **GAME TYPE:** ADVENTURE
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad/Mouse
- **GAME DIFFICULTY:** Tough
- **CONTINUES:** None
- **RESPONSIVENESS:** Slick
- **1ST DAY SCORE:** 63000
- **GAME ORIGIN:** All the best/ worst World War II films ever made.

CONTROLS

- **HOW TO PLAY:** Seek and destroy an evil dictator, picking off his cohorts along the way. Collect ammunition and employ bigger and better weapons.

A — Opens doors/ flips switches.

B — Fires current weapon

X — No function.

Y — No function.

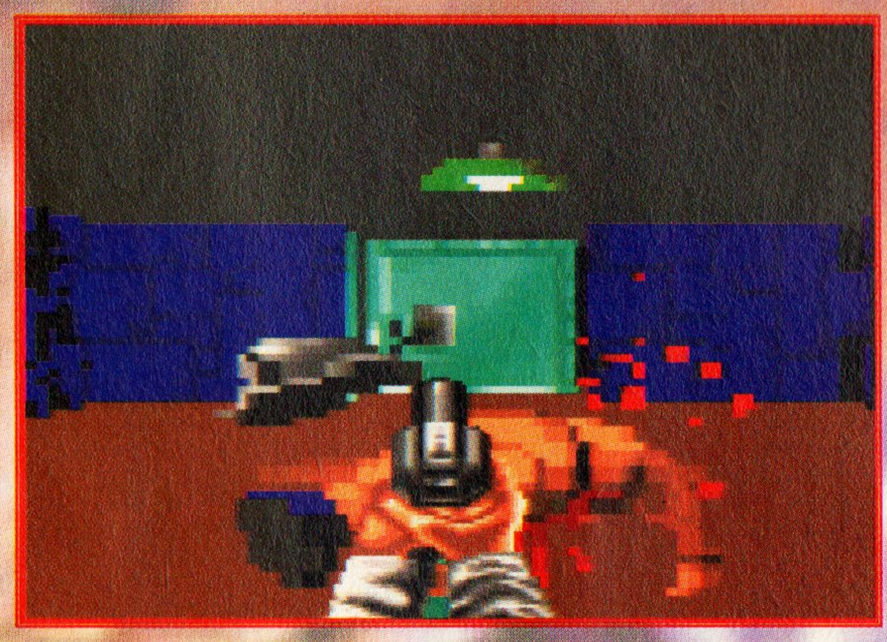
L/R — L: NO FUNCTION
R: NO FUNCTION

S — START: STARTS/PAUSES/MAP
SELECT: NO FUNCTION

Blazkowicz , known affectionately to those who respect him as BJ, is an okay guy so long as he is kept in good humour. Unfortunately, and somewhat tragically, a chap named Staatmeister is doing everything within his power to make BJ's life miserable. A ruthless, fascist dictator (Patent Pending) Staatmeister is so proud of his few crimes against humanity he is now determined to subject the whole world to his atrocities. So, at our kindly government's behest, Blazkowicz now probes Staatmeister's assorted strongholds with the aim of bringing the fiend's enforcers to order and eventually the mad man himself.

As it turns out BJ is none too good at directions so it is the player who is responsible for leading him through his mission. Between BJ and Staatmeister stand the dictator's guards and their dogs. The ensuing battles are a bloody spectacle and not for the feint-hearted. Only those with guts and the savvy not to spill them need sign up for Wolfenstein!

Wolfenstein 3D



▲ "I'm gonna find out just what's behind that green door if it kills me!"

COMMENT

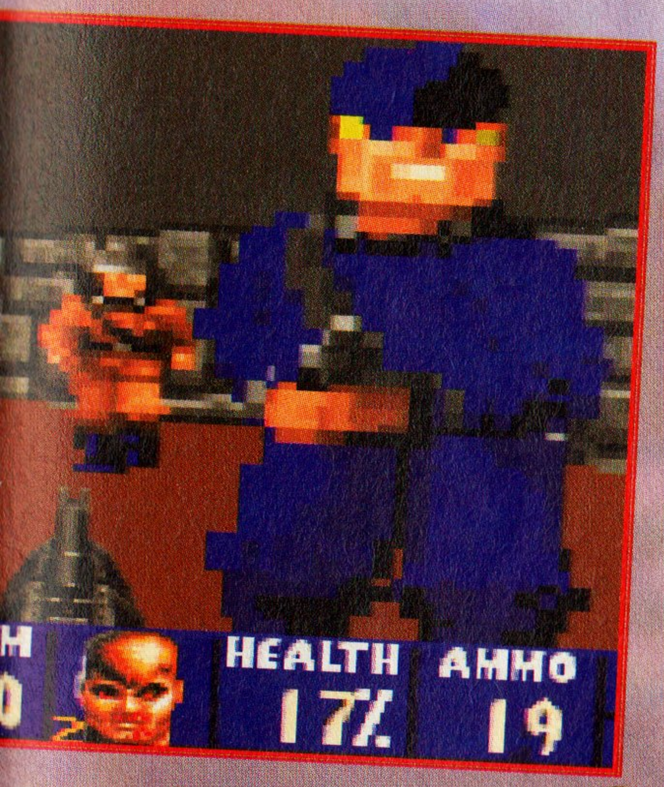
PAUL

There's a morbid appeal to this game but it's one that doesn't last beyond the first three levels. Once it is realised the game has nothing more on offer than mindless violence upon more mindless violence - the carnage becomes tiresome and intolerable. There's just no fun gunning dogs to the ground and pumping blocky representations of human beings full of Mode 7 lead when other, more entertaining blasters demand attention. Wolfenstein might fare better if it weren't for the rather sickening subject matter - replace the guards with Cyborgs and dogs with droids then have them explode in a mess of wires and sparks by all means but not this. Even ignoring the poor taste the presentation is lacking too, making the Super NES suffer the wares of a second-rate 386 PC than a state-of-the-art games console. Wolfenstein just about manages an OK on the sick-o-meter but shoots off in all the wrong directions as far as I'm concerned.

DIZZY

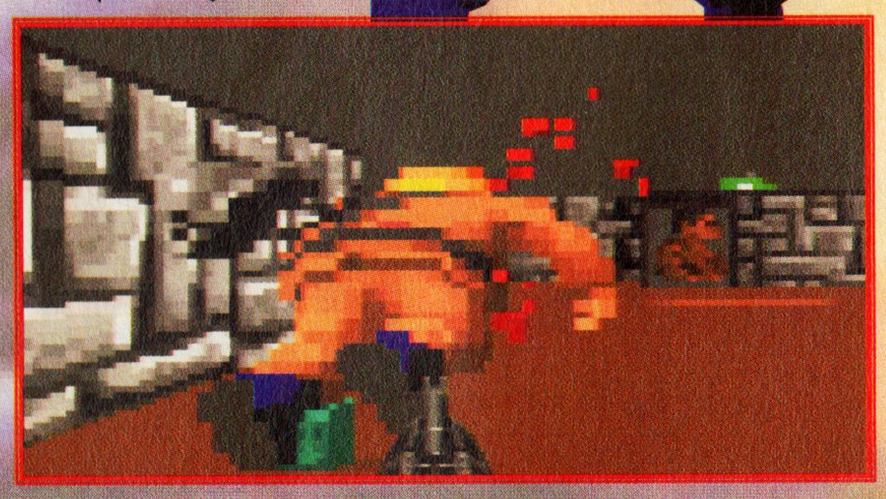
The game is viewed from a first-person perspective and the levels are all mapped out entirely in Mode 7. Consequently everything the player sees through BJ's eyes scales and rotates in such a fashion as to make those who suffer from travel-sickness wretch! Nonetheless the action is all very speedy and smooth, though BJ does seem to roll around on castors as opposed to stealthily stalking his prey!

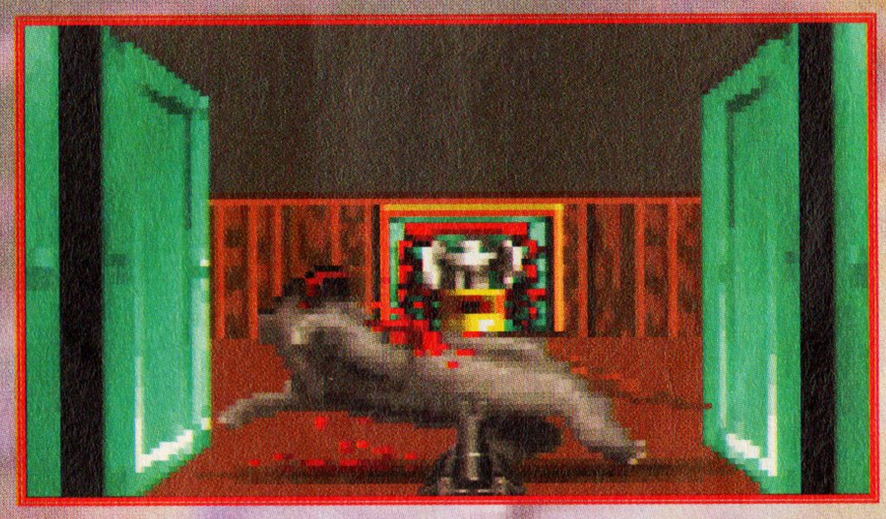
Wolfenstein



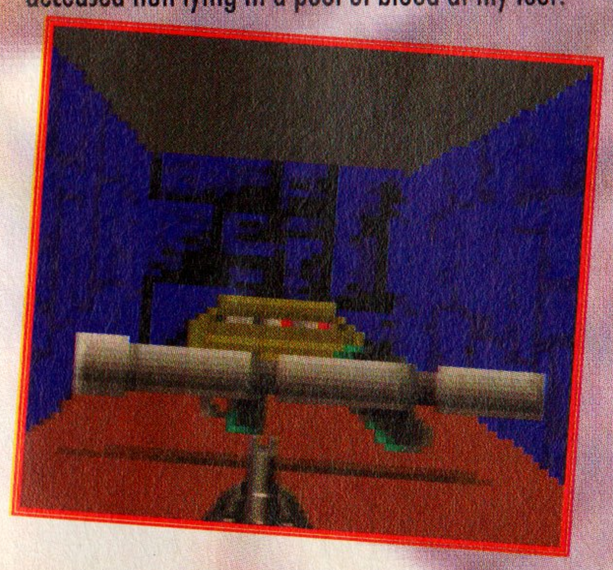
BLOOD AND MUTTS

Much of BJ's time is spent ventilating every living thing that crosses his path. Not even dogs - albeit of the vicious, snarling variety - are safe from the attention of BJ's intimidating muzzle. However it's Staatmeister's troops that are the most popular targets, to this end BJ makes use of a wide variety of firearms. Usually these are discovered left lying around the nooks and crannies of Staatmeister's shacks whilst pillaging the corpses of fallen soldiers is another source. Weapons range from a standard-issue pistol to rocket-launchers and ammunition requires collecting to arm them. Of course BJ is very much a moving target himself and in need of patching up every now and again, so first-aid kits are provided. Food too is available to replenish lost energy.





▲ Pardon me boy, is that the Chatanooga deceased hun lying in a pool of blood at my feet?



COMMENT

Wolfenstein proceeds with every level playing very much the same as the last and the enemy soldiers withstanding more shots before exploding in a shower of blood. It's all so sick and pointless, requiring little skill or even thought. Most times battles are won depending on who's toting the largest gun and there's no impression of achievement gained at all. Wolfenstein is a novelty game for those with sadistic natures - something one might expect to find in the bargain bucket at Dixons and still avoid. The visuals are ungainly with fairly dire presentation all round, though the music is moody and befitting of games of a much better quality than this. All in all, though, this piece of software is grotesque.

ANDY

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE			■	■
REFLEXES			■	■
ORIGINALITY			■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	■
MONTH		■	■	■
YEAR		■	■	■

PRESENTATION 76

▲ The player's status and inventory is displayed clearly at all times.

▼ A poor C64 standard title is followed by drab intermission screens.

GRAPHICS 69

▲ An inventive and thorough use of Mode 7, boasting smooth scrolling and scaling of images.

▼ This effect is visually appalling at first and doesn't serve to impress much at all.

SOUND 74

▲ The soundtrack is moving and moody with the sound effects being ludicrously amusing yet clear.

PLAYABILITY 65

▲ Entertainment in a purely mindless sense and satisfying in a sick kind of way too.

▼ Very monotonous nonetheless.

LASTABILITY 67

▲ The game is tough and unforgiving. There is a far amount of challenge in store.

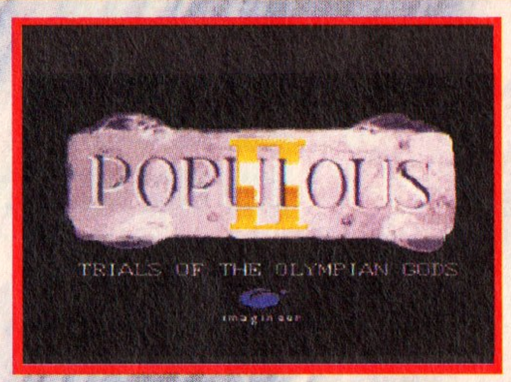
▼ Providing players don't become tired of the proceedings in the meantime.

OVERALL 66

An ugly though smooth running game with a disturbing kind of appeal. Sick.

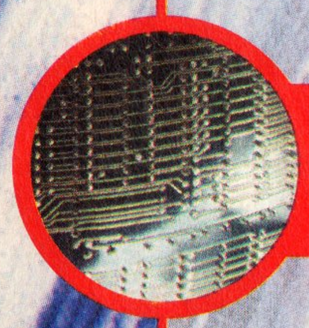
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** IMAGINEER
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** STRATEGY
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Password
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** DEFEAT HERMES
- **GAME ORIGIN:** The original Game was devised by Bullfrog. Imagineer have added their own plot line.

CONTROLS

- **HOW TO PLAY:** Act as a God, nurturing your own forces and destroying the others by way of your magic powers. Proceed in triumph to Olympus.

A	RAISE LAND
B	LOWER LAND/SELECT
X	NO FUNCTION
Y	FUNCTION BAR
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: PAUSE SELECT: NO FUNCTION

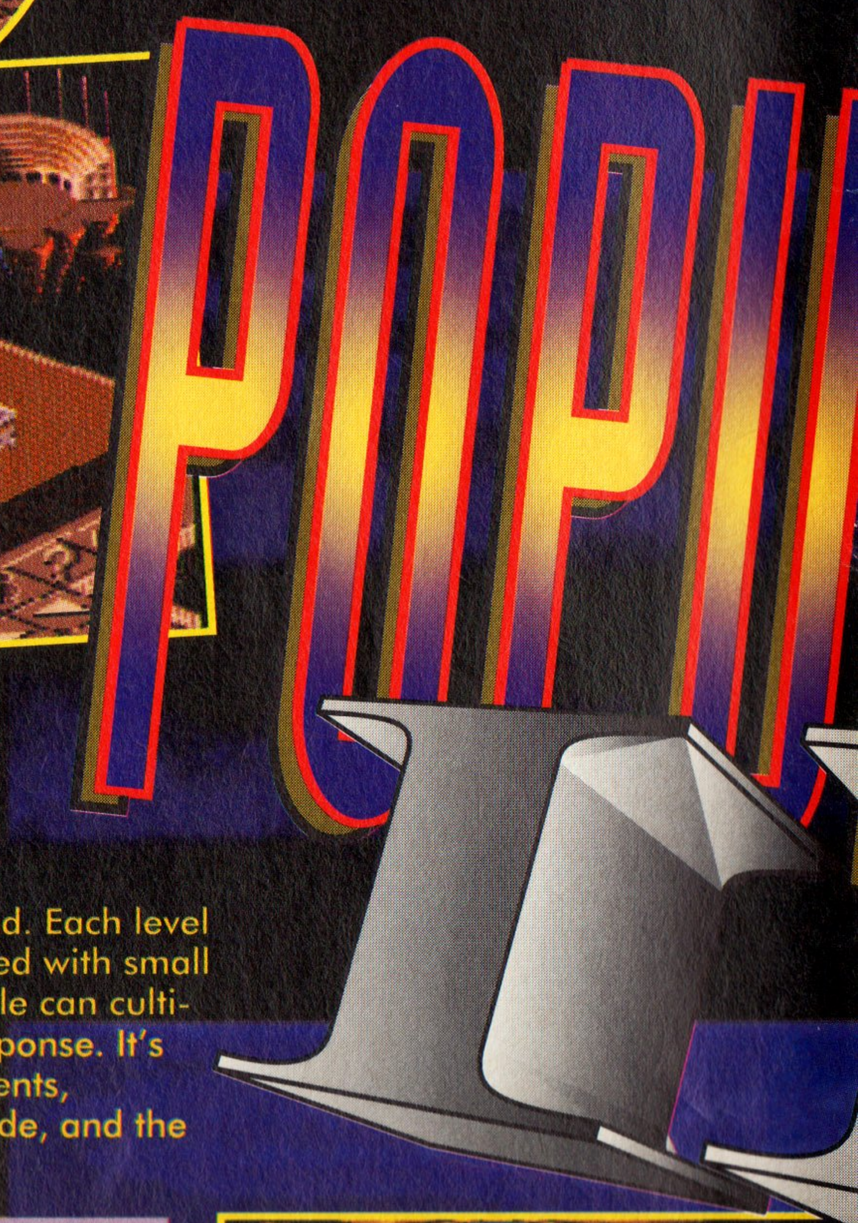
The Gods of Olympus were a riotous bunch. Legend recounts one tale of how the divine blacksmith Hephaestus was convinced his wife, Aphrodite, was having it away with with Ares, God of War. He constructed this ridiculous bed snare at work, and all the Gods came in to laugh at the pair, caught at it. Oh, how they laughed! In fact, the Roman writer Ovid, translated the stories from Greek and called them the Metamorphoses - really good, have a read.

Anyway, there were loads of Gods fighting it out for recognition - and in Populous II you're one of them. The way to prove yourself is to play games with the creatures of the mortal world - men. You turn them into armies and use your powers to blight your enemies. But at the start you're weak. Not many shrines, and not much in the way of good PR. As you march towards Olympus to tackle Zeus, you must increase in power and guile.

▲ Paranoid after all the Kirby taunts, Paul fortified himself against the outside world.

LAY OF THE LAND

Your first power is to raise and lower land. Each level is a rugged random map of terrain, dotted with small settlements. If you flatten land, the people can cultivate it, and their settlements grow in response. It's important to increase the size of settlements, because the population grows faster inside, and the people who emerge are stronger.



COMMENT

TIM

I really enjoyed Populous on home computers, but didn't have much time for Populous 2. Now both games are available on console, it's exactly the other way round! Imagineer have certainly turned in the goods here, producing one of the most powerful and impressive god sims you're going to find everywhere. With huge attention to detail, an absolutely staggering challenge and plenty to tax the grey matter you couldn't really ask for anything more. The game starts simply enough, but just the second you've got the hang of the mechanics the action really hots up and your computer opponents become endowed with super high IQs. This is one of those games which eats hours for lunch, and every success is a real accomplishment. Imagineer are starting to get a reputation for really good simulations, and this is one of their best. Smart.

▲ It's Kirby Mansions, and there's Paul, standing guard.

MY POWER GROWS!

The game takes place on a larger map, representing the towns on the pathway to Olympus. There is a separate route for each element. Along the way you must best the minor Gods, starting with Prometheus. They will offer tribute points which boost powers in each of the six elemental areas.

NUTRITIOUS SPREAD

You want to spread your people out, as your initial living space is limited. Inevitably, you'll run into the other tribe on the map. Then you'll have to fight it out for control (this is automatically determined by the 'strength' of your person). Remember, one figure can represent many people who have come together. To encourage movement you can set up an idol and command people to travel to it.

▲ I am Keithina. Keeper of the Golden Stoat.

BREAD OF HEAVEN

You want mana. Mana isn't Manna - the bread that falls from heaven. It's Mana - the spiritual force that emanates from people and places. The more of these you have, the more power you gain. Mana is spent by you in the form of elemental magic, of which there is six types:

PEOPLE

People magic is low level, and allows you to raise and lower land, place a papal icon, and create a strong leader.

VEGETATION

This is beneficial magic, allowing you to do things like grow trees. Trees provide a boost to the development of people who live nearby.

COMMENT

GUS

Of the two Imagineer strategy games this month, this is much the better. The game sticks to the original format like egg to a pan. Nothing has been changed, and nothing really need be. Populous II is the remix of a classic, and one that any Super NES owner with a brain shouldn't miss. Although the game doesn't alter much through hundreds of levels, the opponents get really smart and there are always new disasters to discover. And there are plenty of them, with some stunning effects, like the raining fire. This game stands head and shoulders above the earlier lacklustre conversion of Populous and I can only recommend it.

THE DISASTER ELEMENTS

FIRE

Rain down devastating fire on your enemies, or create a flaming pillar to consume their people, homes andcrops.

WATER

Raise waves with a single hand. Water powers increase immensely from land-nibbling whirlpools to great tidal waves. There are even magical fonts which change the allegiance of people.

AIR

The riding storm brings terrifying tornadoes, that sweep people to far off places, or rain down lightning blasts on the cowering infidels.

EARTH

The damnable powers of terra firma include earthquakes that crack the ground and claim lives, and volcanoes, which wrack the entire landscape, as well as sickly swamps.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				
CHALLENGE				■
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 85

▲ A straightforward password option, and a pleasant mythological story setting.

▼ No custom option, as in previous versions.

GRAPHICS — 71

▲ The figures of the settlements and people are pleasant, and some disasters are really cool.

▼ Not much visual movement or exciting moments..

SOUND — 51

▼ Poor, as in the original. The sound FX are crummy and there's no music for the game.

PLAYABILITY — 89

▲ It only takes a few minutes to grasp the concepts and control. You can be absorbed for hours in the game.

LASTABILITY — 87

▲ There are hundreds of levels to conquer. Populous II will be an oft used piece of software.

▼ The feeling of repetition is the only fly in the ointment.

OVERALL — 88

A classic strategy game competently rendered on the Super NES. Populous II is great gaming value for money.

REVIEW
GAME BOY

TEENAGE MUTANT HERO TURTLES III Radical Rescue

CART SPEC

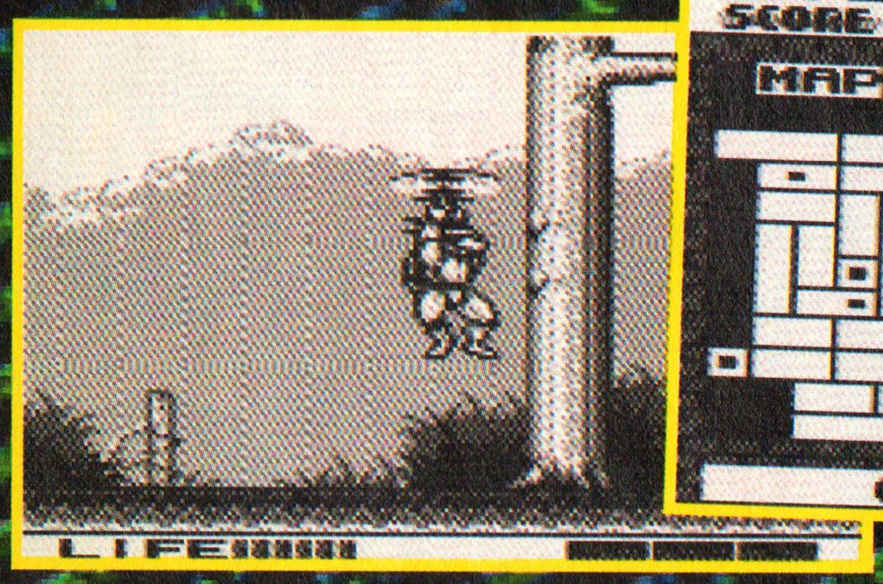
- BY: KONAMI
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 2 MEG

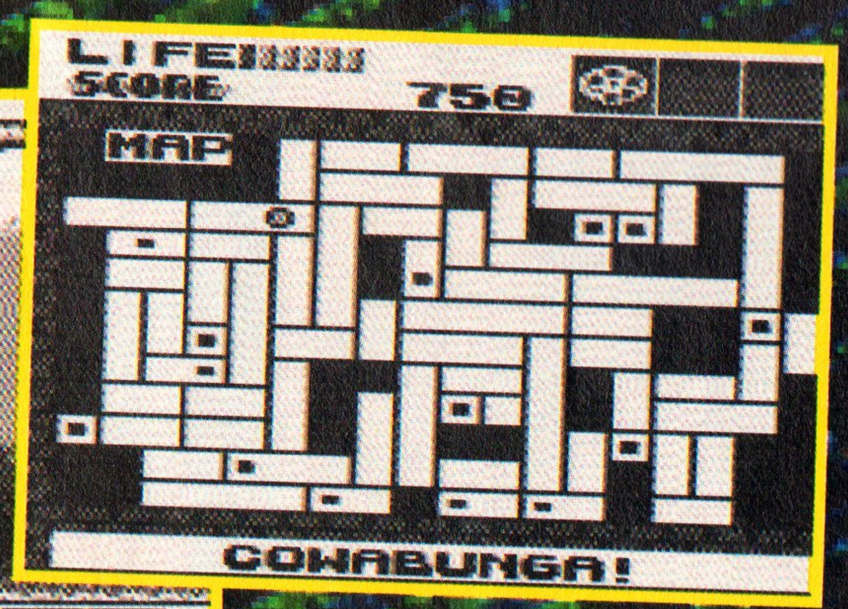
Those crazy Turtles, completely knackered out from a hard day's tournament fighting are relaxing in front of the telly, waiting for Mike to return with the pizzas, when April comes on, hot from the scene of a breakout at the same prison in which Shredder is being held. Their attention focuses when, in the middle of her report, she's suddenly kidnapped by a mystery escapee, then the transmission ends. Spurred into action, the Turtles head off to the scene. Sometime later Mike returns to an empty house, he's just about to tuck into the pizzas when a voice breaks the static of the TV screen. Mike's colleagues have failed in their rescue bid and are being held captive in a disused mine on the edge of town it claims. And so begins another effort to revive the Turtles' flagging popularity in this, their third outing on the Game Boy courtesy of Konami.

The game takes the form of a rather basic platform adventure in which Mike, under your watchful guidance, has to rescue his pals one by one, before going in search of April and finally meeting up with the mystery kidnapper. Hmm, I wonder who that could be?.

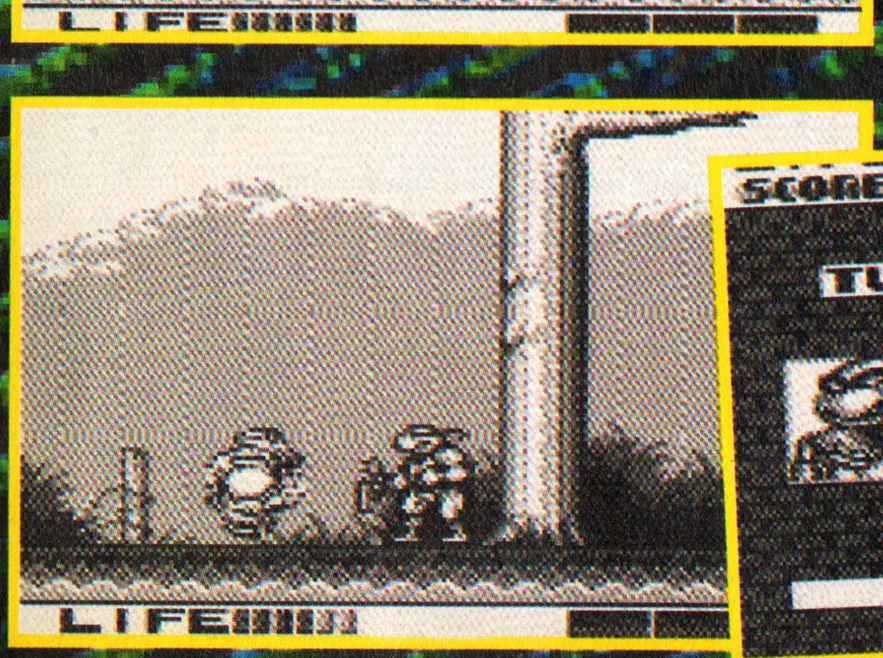
The player only has the choice of Mike at first, but rescue one or more of his captured compadrés and the Turtular choice increases. The route to his chums is fraught with danger - as you might expect - with robo-droids and Shadowguards, but he does not go in unarmed, he has the use of his weapon, a mid-air kick and, when descending ladders, the ability to fling a few shurikens Sadly, this great choice of 'tools' does not prevent this from being a thick slice of the same old same old, with little variety and practically zero originality - just jump, slash, throw, die and switch off in disdain stuff - and just when the Turtles were starting to regain a little cred too. It's not that the gameplay is poor, it's just all rather dull and fails to live up to the quality of the very first Turtles title. For serious fans of the quartet only.

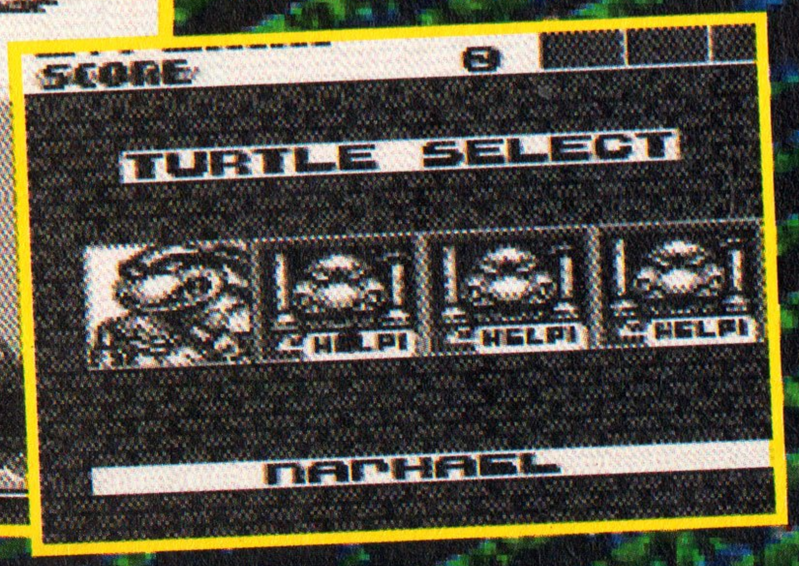
▲ "Do a yoyo gag," suggested Dave. "Chuff off, do it yourself," said Andy, "I can't be bothered."





▼ Meet the new member of the team, Narhael! Well, that's what it looks like...





RATINGS

PRESENTATION — 70

▼ Flat presentation screens tell the story. Other than that, nowt.

GRAPHICS — 70

▼ Small and scrappy. They fail to live up to that standard of the first two games.

SOUND — 75

▲ Tunes and effects are generally good.

PLAYABILITY — 70

▲ All your Turtles move well enough.

LASTABILITY — 65

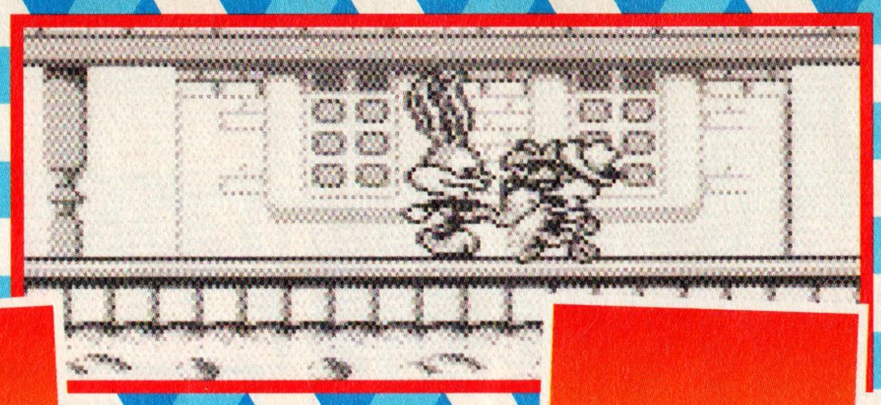
▲ If you can be bothered with it, it might last a while.

OVERALL — 66

Did I say Konami can do no wrong? This dull affair would seem to indicate otherwise. Cowadunga!

REVIEW

GAME BOY



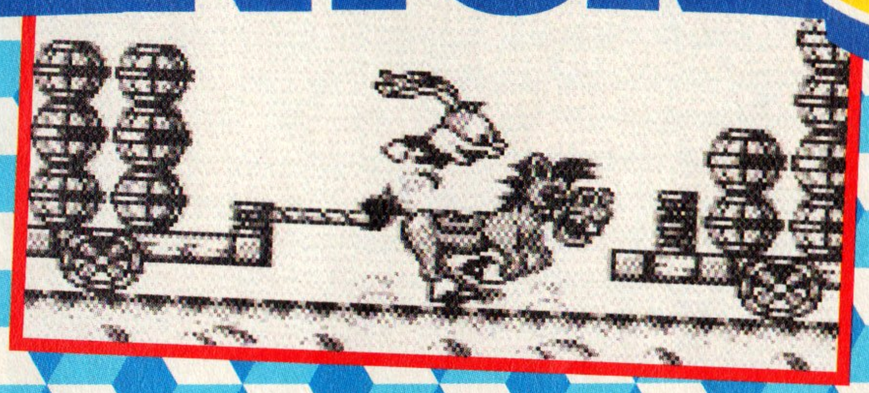
TINY TOON ADVENTURES 2

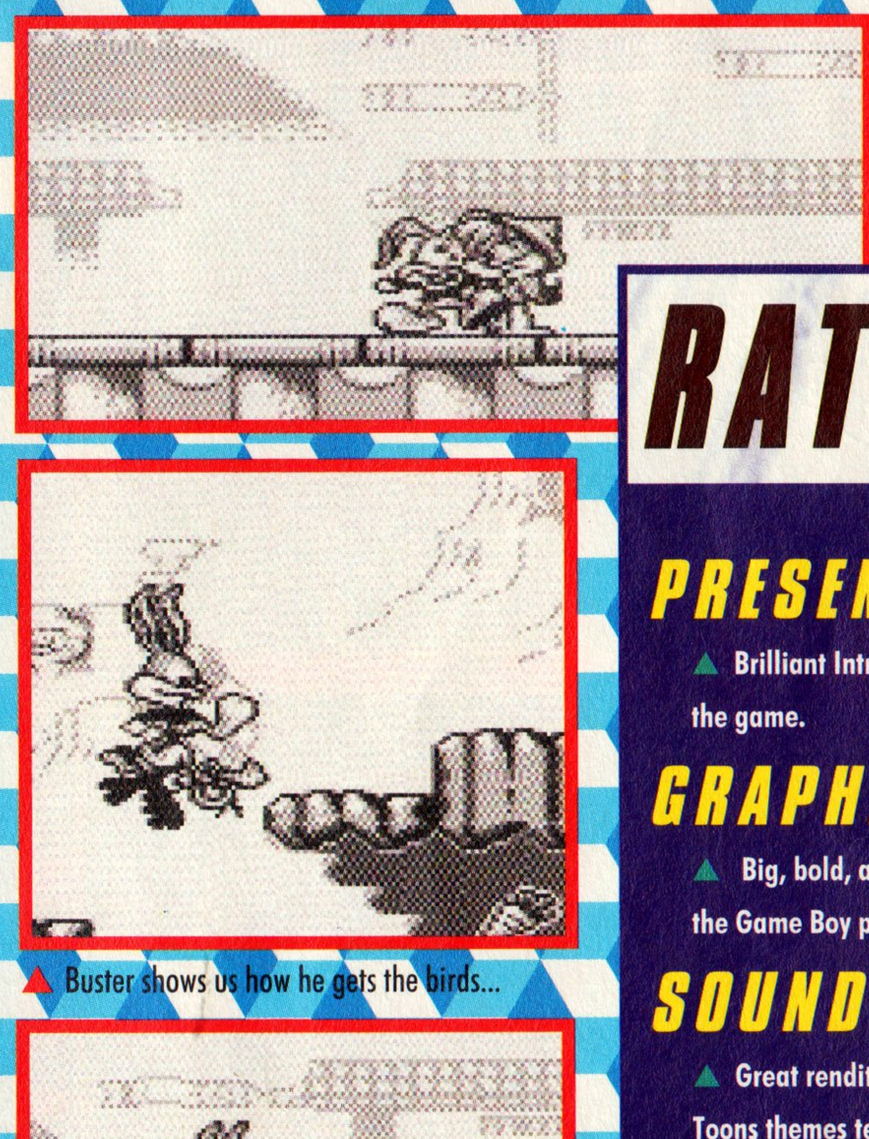
CART SPEC

- **BY:** KONAMI
- **PRICE:** £25.99
- **RELEASE:** JANUARY
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 2 MEG

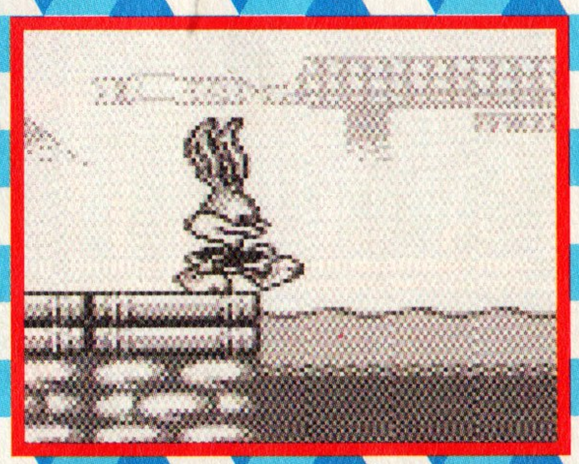
I don't know about you, but I reckon that Montana Max gets a bit of a bum deal. I mean, in this latest Tiny Toons game he's only gone and built the citizens of Acme Acres a high-tech, full-spec, multi-screen cinema complex. So what if he's only showing films with him as the hero and Buster Bunny as the bad guy! The ungrateful locals are having none of this and dispatch Buster to find the errant movie mogul and deliver unto him the spanking he so richly deserves. However, having gotten wind of this potential hiding, Max has hidden himself in one of his movies. But which one? Buster doesn't know, so off he trots across four movie scenarios: Western, Samurai, Sci-Fi, Monster and, lastly, a special 'Grand Finale' stage. Will he ever find Max and restore his good standing in the community? That's up to you.

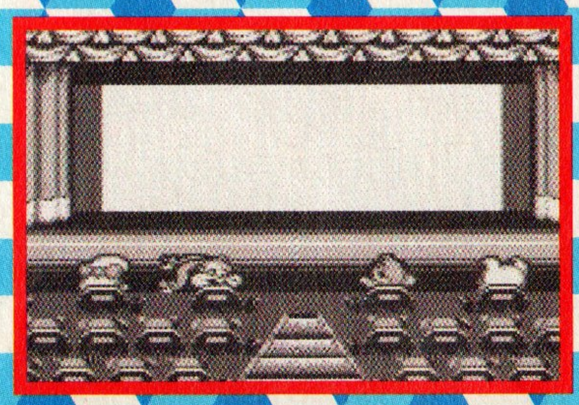
It seems to me that Konami can't put a foot wrong with their Tiny Toons games, and this latest instalment carries on this fine tradition. Everything about this title exudes the sort of quality rarely seen on the Game Boy these days, and certainly befitting of a larger format. The graphics are large and the animation on all sprites is great - full of character and humour and not unlike their Super NES counterparts. The tunes are about as good as you'll get too with different versions of the Toons' theme to suit the movie-based action. But it's the gameplay that makes it. The game is easy enough to start with, but things get a lot more challenging from level two and require the maximum amount of Buster guidance on your part. As if all this wasn't enough, there are some fab between-level games too - how about shooting a few 'hoops' with Plucky or a Tug-Of-War against Arnold the pit bull? There's bonuses in store for successful applicants. All in all, Tiny Toons 2 is one of the most well-rounded and enjoyable platformers around. Definitely give this a look - even if you can't abide the Tiny Toons' sickeningly cute antics. Another sure-fire winner from Konami.

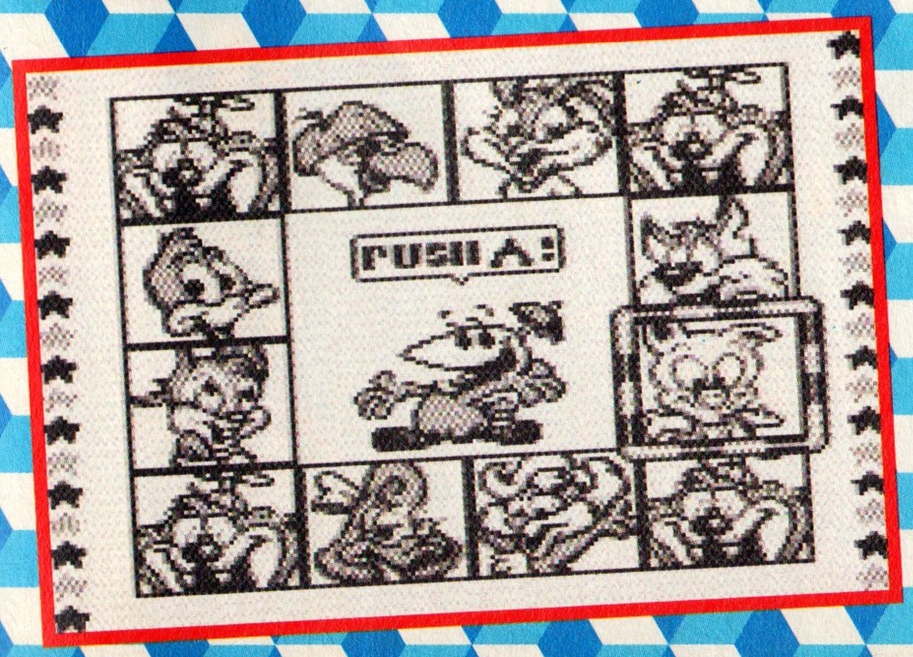




▲ Buster shows us how he gets the birds...







RATINGS

PRESENTATION — 92

▲ Brilliant Intro and cut screens throughout the game.

GRAPHICS — 91

▲ Big, bold, almost colourful graphics do the Game Boy proud. Animation is topper.

SOUND — 90

▲ Great renditions of the well-known Tiny Toons themes team up with good effects.

PLAYABILITY — 90

▲ Buster runs, jumps and dashes with the greatest of ease.

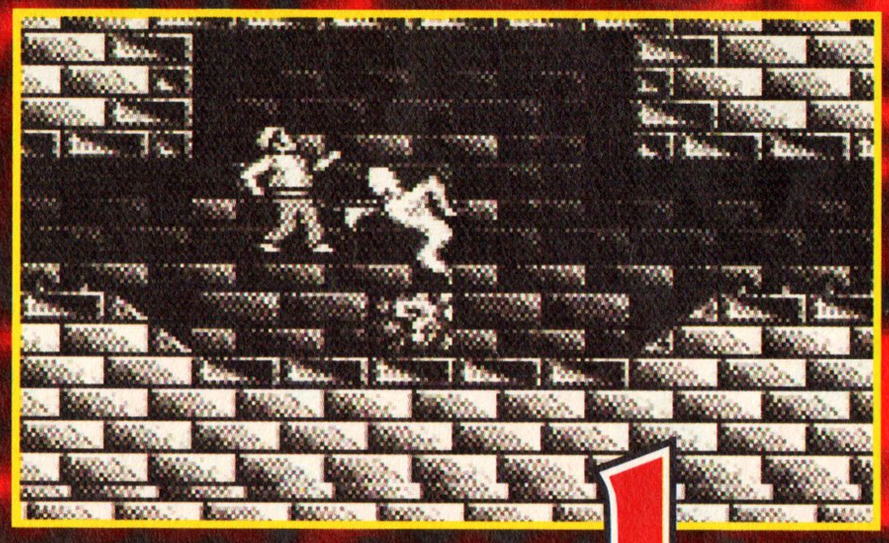
LASTABILITY — 85

▲ Not the longest game but there's enough variety here to keep you coming back.

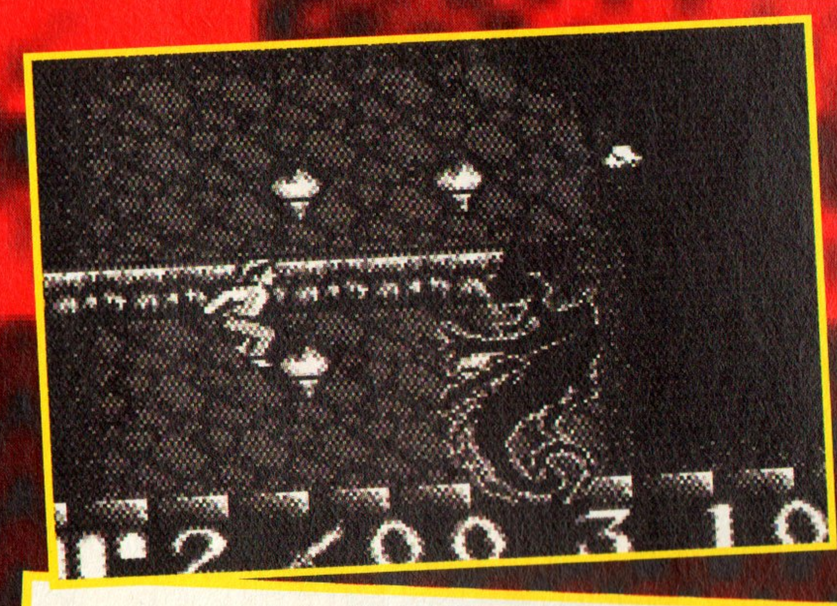
OVERALL — 90

A game that thinks it's too good for the Game Boy. One of the best of its type around. Go get it!

REVIEW
GAME BOY



Dracula



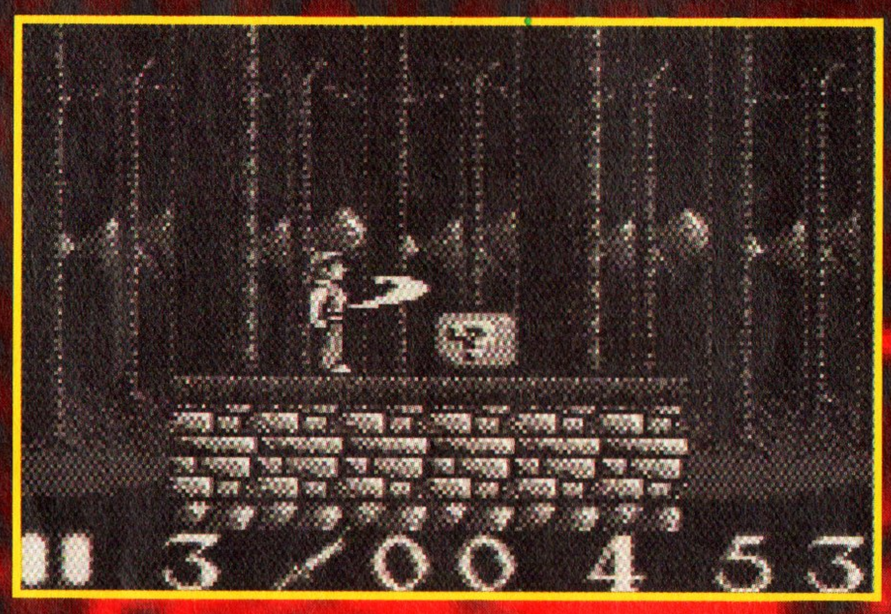
licences seem to have amassed on other formats it comes as a pleasant surprise to find that this game is actually pretty good. Sure, it's another platform game, but the graphics are crisp, spooky and remarkably blur free, the gameplay is challenging and the music's great - very atmospheric. It's a very polished product and the only gripes I can think of is that it does slow down mid-jump sometimes and it doesn't do anything spectacularly new for the genre. Nevertheless, this is certainly one of the better releases I've seen recently. Have a look.

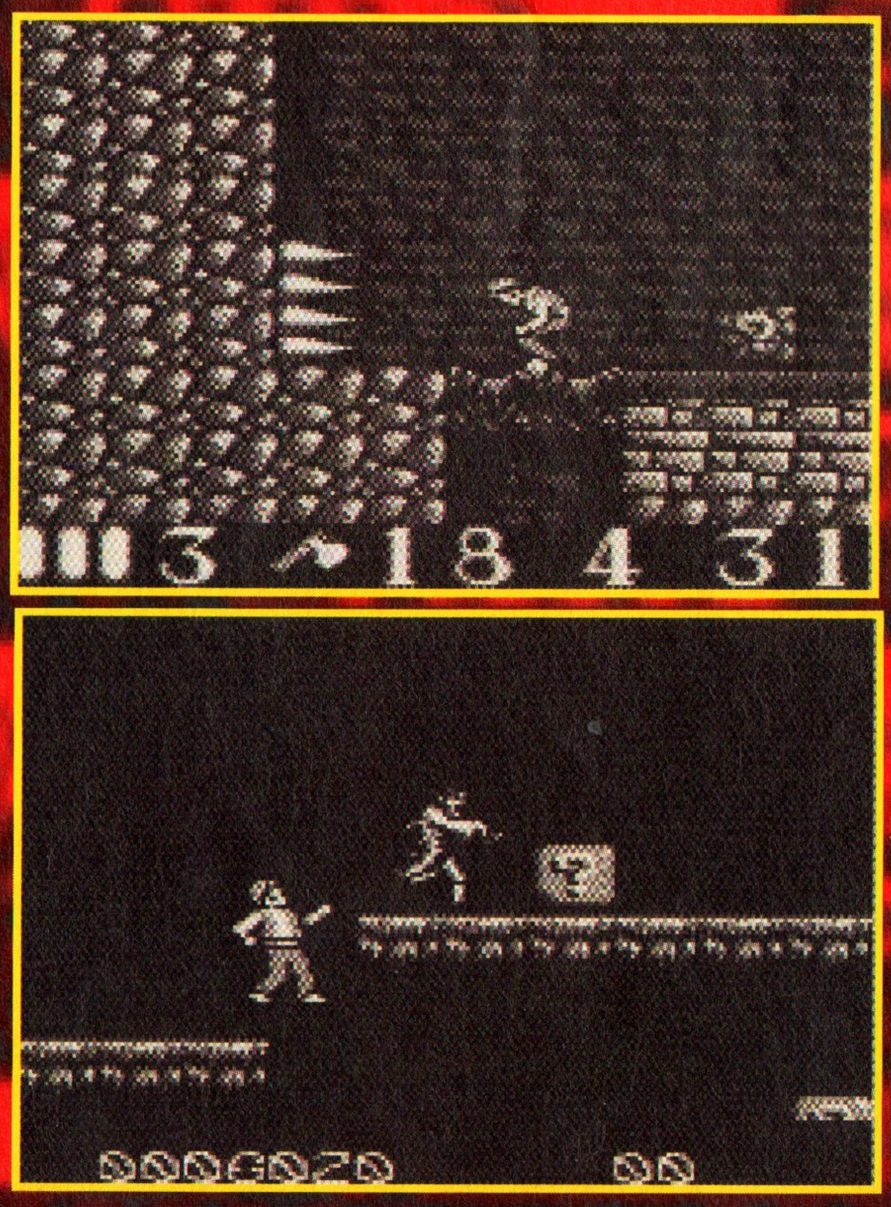
After a string of unsuccessful attempts to gain credibility on other formats, Dracula's back in this latest adaptation of Bram Stoker's legend - but this time he's really gone to ground. You see, he made quite a pile of cash after his recent movie success - enough, in fact, to warrant the attentions of local tax inspector, Keith Van Helsing. Trouble is, whenever Van Helsing calls for a little chat about his tax situation, old Vlad's in bed. It seems never the twain shall meet and the local tax-office will never get that extra revenue.

Now, no self-respecting, law-abiding gamer is going to let this kind of fiscal misdemeanour slip, so it's up to you to take on the role of Van Helsing and go in search of the errant tax dodger who has, funnily enough, secreted himself well inside his platform-laden castle. You'd better get going, though, you don't want to be around these parts after dark...

If you hadn't guessed by now, Dracula is indeed another platform game. The basic object being to locate Drac. However, the platform levels are filled with spiked pits, water-filled sumps and, most spookily, hideous ghoul servants of the dark lad himself so the going is far from easy. Help is at hand, though, from the various power-up blocks that litter the levels. Slash them and their bounty is revealed - but be quick, as soon as they're released they fly off the screen sharpish.

Given the plethora of poor platform games around for the game Boy and especially bearing in mind the amount of bad press Dracula





CART SPEC

- BY: SONY
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

RATINGS

PRESENTATION — 80

▲ Pretty good.Watch those intro screens spookily fade onto the screen.

GRAPHICS — 84

▲ Small but well-detailed and they don't blurr much either.

SOUND — 87

▲ Great atmospheric tunes that wouldn't be out of place in any Vampire movie.

PLAYABILITY — 85

▲ Fast and relatively smooth. Does slow down occasionally, but not too much.

LASTABILITY — 83

▲ It's quite challenging, there are three difficulty levels and no continues.

OVERALL — 84

Surprisingly alright. A well-rounded platform romp which scores low on originality but highly on fun.

Wolfenstein 3D

A MASTERPIECE IN SEARCH AND DESTROY.

"TECHNICALLY IT SPITS OVER THE 3D SECTIONS OF JURASSIC PARK"

Deniz Ahmet -
Computer + Video Games-Dec 93

"ITS A BIG GAME AND A SOLID CONVERSION OF THE PC"

Deniz Ahmet -
Computer + Video Games-Dec 93

"OOZES ATMOSPHERE AND LOTS OF BLOOD"

Chris Buxton-
TOTAL MAGAZINE-
Jan 94

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ILLUSTRATION YOSHIAKI KASHIWAZAKI

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SUPER NINTENDO ENTERTAINMENT SYSTEM

id SOFTWARE INC

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INTERACTION MAILBAG

HE CAN'T STAND IT! Yes fans, it's time for another lunar cycle of lunacy with the looniest letters page to inhabit the pages of space and time. Come with us on another voyage of discovery as we plumb the depths of the human condition with our superstar psychopath, SEAL. This month's letters are no worse than normal, which means he's in a bad mood - and woe betide any people of a ridiculous disposition. This month there's something to celebrate: from this moment on the best letter of the month will received the choice of either ONE HUNDRED POUNDS or FIFTY TINS OF TUNA. So what are you waiting for? Work yourself up to the appropriate state and send your outpourings to: IF I DON'T WIN THE CASH I'LL THCWEAM AND THCWEAM AND THCWEAM! SEAL'S MAILBAG, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.
Special note: these letters were typed in by NMS Work Experience victim George Mangion, who forgot to include people's addresses after their names and threw away the letters before SEAL had a chance to castigate him. Anyway, we're sure you all know where you live, so tough.

KALZONCILLOS

Dear Seal,
I'm writing to you for your advice. You see, I have a little problem with my little sister. Whenever I sit down to read my Nintendo Magazine System she always nags me. I've tried nearly everything - like putting her head down the toilet and hanging her out of the window. Please could you give me a solution how to make her stop.
Martin Webb, Somewhere.

SEAL:What do you expect, with half-hearted sister stopping methods like that? What you need to try is persuasion. The next time your little sister is bothering you, explain the error of her ways. Tell her that you need your own space, a little time to yourself every once in a while in which to enjoy life's finer offerings. Explain that her constant nagging only betrays her own negative inner turmoil, and that the real culprit is in fact herself. Suggest she focuses on her inner feelings to isolate the cause of the problem, then faces up to her deep-rooted fears. I absolutely guarantee she will leave you alone.
PS You need to hold a loaded gun to her head whilst doing this, or it won't work.

BOTON CABEZA

Dear Seal,
I am a very proud owner of a SNES and I have just bought SF2 which I think is excellent. When I lost a fight my face went red and started burning and my eyes went bloodshot, which is symptoms of high blood pressure. This has never happened with any other game. When I went back to play it again before I even put the game in the machine the symptoms started again. I just didn't know what to do. Seriously, I know you will have an answer - I am not mental.
Simon Smith, Whoknowswhere

SEAL: Sorry to disappoint you, but you are. Stark staring raving mad. I have nothing to say to you, except this: welcome to the club.

▼ this dead spiffing manga effort comes courtesy of Darren McKeown.

MASA CEREBRO

Dear Seal,
Issue 15 and the sanity of Andy the caption writer is slipping. "Pardon me boy is that the chatanooga linesman?" The condition is worsening. As the Alfred Chicken Preview appears, so too does another chatanooga-related chortle. As the joke appears to be wearing thin, Andy strikes with the French version: "Pardon me, boy, is that the chatanooga giant representation of mon pere?" Indeed the readers are left shell shocked, expecting other WarnerBros cartoons quotes such as, "I knew I should have took a left at Alberquerquey" and the immortal, "darn that waskally wabbit!" But I'ts not over until the fat lady sings. A toned down version is yet to come.
Pardon me boy, is this the Royal Society for the prevention of accident's training film, in which I get run over by a speeding motorcyclist?" Then the slight grip Andy has on sanity disappears as the "badger captions" start to emerge. The point is, what the heck is Andy on?
By the way: gibbering lunatic, nix on the brain, porkie pie, damn fool boy, cheesy git, silly billy, confused, not any more, why did you use those 'coded' messages? What does it all mean?
Thick sap?
Neil Baraclough, Elsewhere

SEAL: If your letter made any sense whatsoever I might be able to take pity on your tragic sense of the absurd and complete lack of any wit and talent whatsoever. Sadly, your tragic and inept excuse for prose falls short of anything vaguely resembling English and any attempt on my behalf to highlight the fact that your brain must be composed of bird droppings would obviously fall on deaf ears. The simple fact is that this is the most pathetic letter of the month and its sheer lack of any appeal would waste space which could better be used to insult somebody else.

POSTERIO BANDIDO

Dear Seal,
I am a great fan of NMS so could you please answer these questions?
1. I am a great fan of Lethal Enforcers in the arcades is the SNES version any good?
2. Do you get the guns with it?
3. When will it be out and how much will it cost?
4. Will you be able to play it without the guns?
5. Will NBA Jam be out?
6. How much will it cost?
Paul Bransom, Aliveandkicking

SEAL: And since when did the letters S, E, A and L spell Q&A? Did your letter arrive here by accident, and did you think I might be able to shed a little more light on the matter than the Q&Asters? From the contents of your letter you appear troubled and confused, so perhaps this is the best place for you. Here are a few answers:
1, 2, 3, 4, 5 and 6. Yes.

INTER ACTION MAILBAG

ARRIBA TU KHYBER

Dear Seal,
HA HA HA HA HA HA HA HA HA HA HA HA HA HA ha ha ha ha (trails off into distance) ha ha ha ha ha ha ha (zooms up close to laugher's face - not unlike scenes from amusing Bruce Lee films) HA HA HA HA HA HA HA HA HA HA HA HA HA HA (long intake of breath) HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HAR! (suddenly stops, looks down at feet and drops dead).
Mr Axemartelhvwaylipateeterraque, Swanage.

SEAL:ARF ARF ARF ARF (sticks flipper in clever dick's gob) ARF ARF ARF (slaps tail into face and knocks out a few teeth) ARF ARF ARF (leaves victim in crumpled heap on the floor) ARF ARF ARF (and waddles off to find someone else who thinks they're funny).

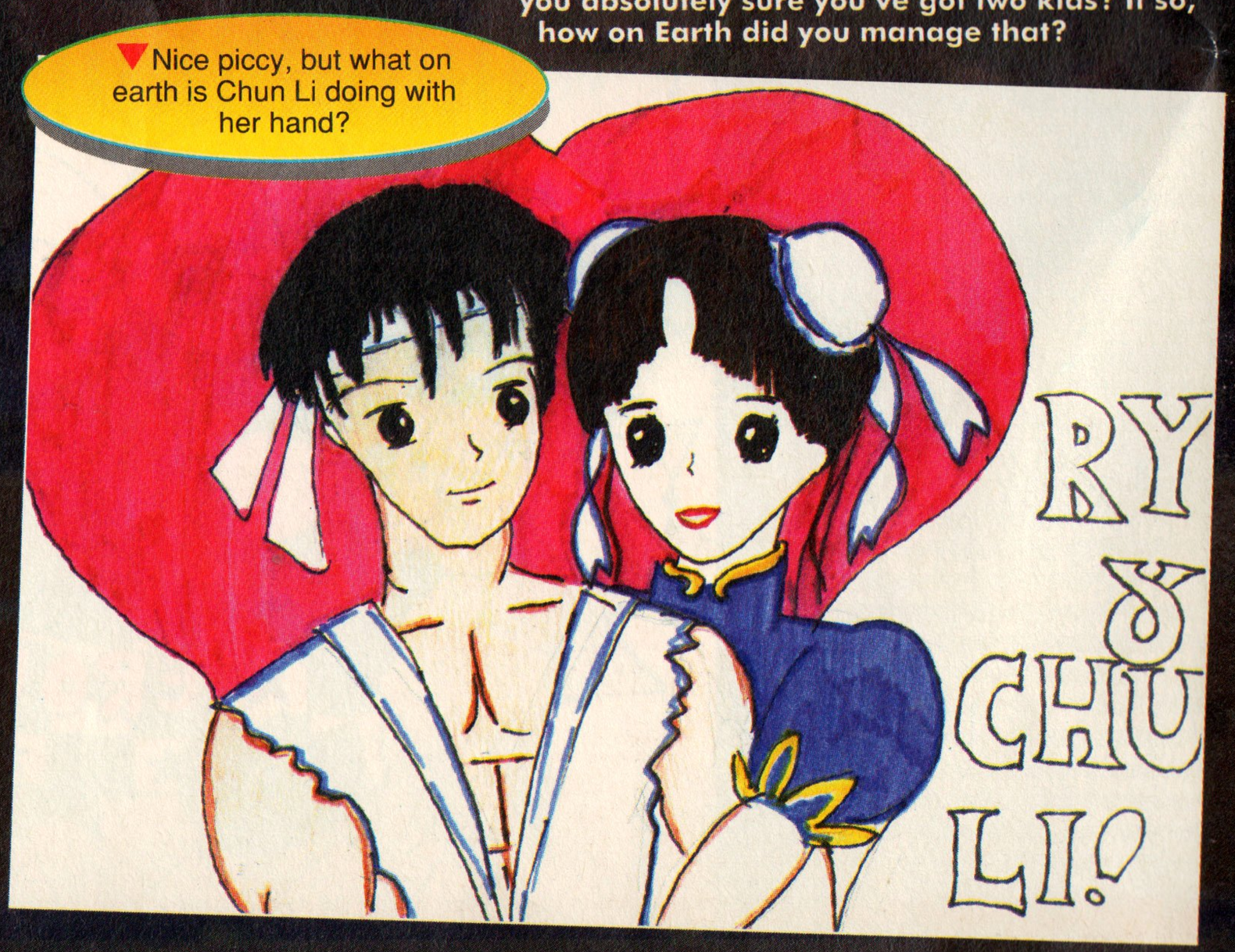
QUESO CEREBRO

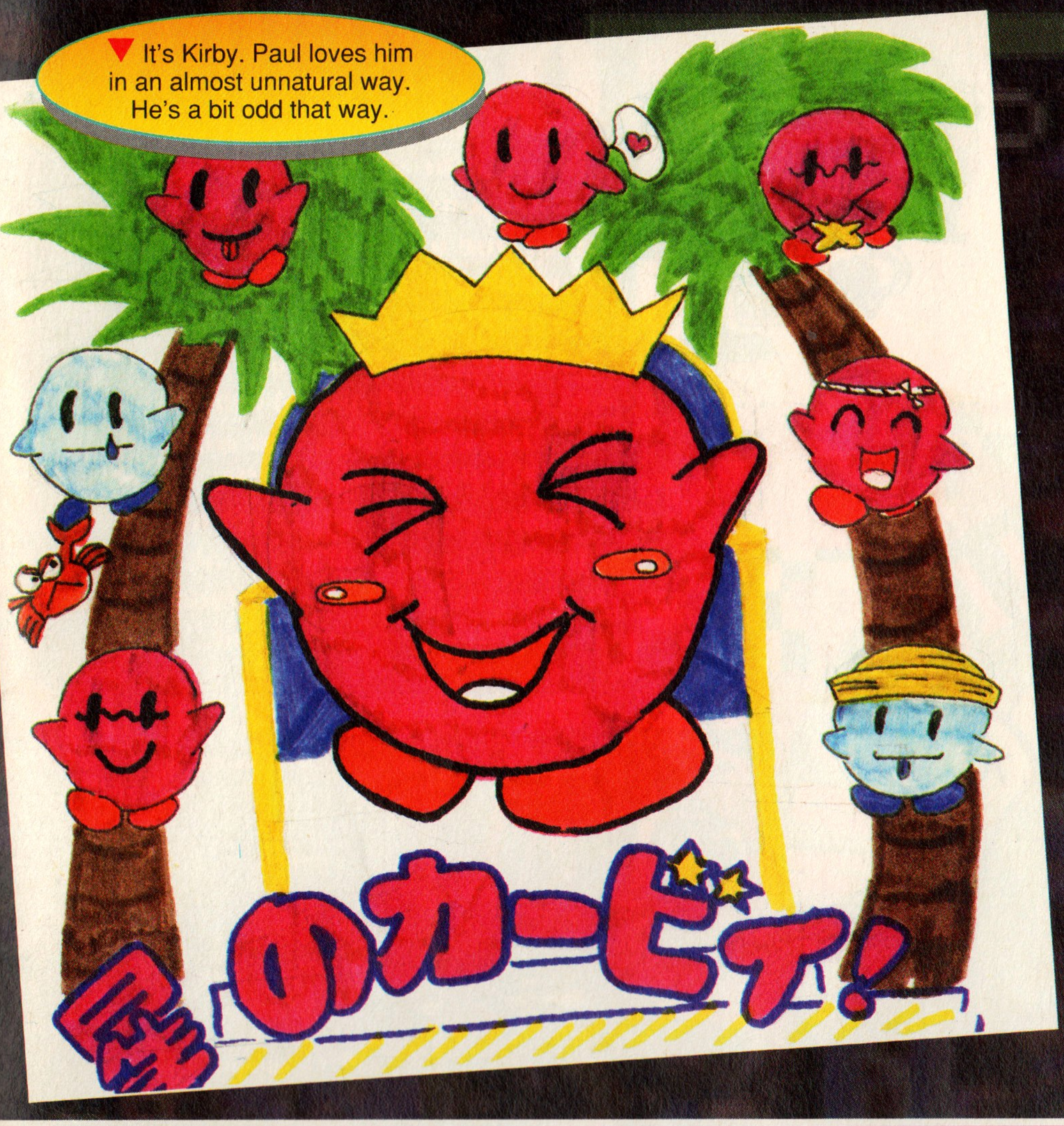
Dear Seal,
This letter is really to Mark Smith who wrote in issue 10 about the magazine bag and 0898 numbers. I wish NMS did have a bag every month. If one thing makes me angry it's wading my way through stupid ignorant gits (with my two young children) to buy my copy of NMS only to find when I get home that some silly little Mark Smith has bent and thumbed all the pages looking for a Review. Most people find a magazine with reviewers they like and buy it every month, not faff about looking for the best free gift and one review. As for 0898 numbers: what's it got to do with you? Did mummy tell you off for running up a big bill? NO! Then why are you so bloody concerned? Run along to school, there's a good boy. Thanks for reading this letter and please tell him I'm not some middle-aged mother going through the menopause. I'm sure we didn't moan about plastic bags. Come on Mark, get a life.
Loraine Robinson, Somewherelse

SEAL: Sorry? Did I miss something or was there actually some sort of point to this letter? Perhaps your arm got tired just when you got to the crucially interesting bit, and you just sort of left it off. Just for the record, NMS doesn't carry any 0898 phone lines whatsoever, because Nintendo feels very strongly that they're a rip off and we agree wholeheartedly with them. Are you sure you've written to the right magazine? Are you absolutely sure you've got two kids? If so, how on Earth did you manage that?

ARRIBA! ARRIBA!

Dear Seal,
OH Mighty Seal, you wondrous mystic of NMS. Seeing as you are all-powerful, I would like to know what my future holds. At this time I have saved up fifty three pounds and I want to know which game to buy. I know you won't tell me if I ask properly, so please can you look into your crystal ball and tell me what you see. If I buy Mortal Kombat do you see me having a good laugh? Or am I sat there sad wishing I had bought Streetfighter Turbo instead? Am I standing with my nose pressed against the window watching somebody else playing Super Bomberman or have I suddenly won the pools and up to my eyes in money playing every game money can buy? Please don't give me some stupid answer and tell me which is the best game.
John Stinson, Mysteryland
SEAL: Look into my eyes. Look deep into my eyes. Relax. You're start to feel sleepy. You're going into a deep, deep sleep. Are you sleeping? Yes? You find yourself in a deep wood. The mysteries of your past, present and future are about to be revealed. Walking along, you come across a pond. You can see your reflection in the surface. God you're ugly. You can't believe how ugly you are. How dare you ask for a future with a face like that? Go on, there's no time to lose - throw yourself in.





GRACIAS!

Dear Seal,
I am writing to moan at you. Why the hell aren't there any decent 3D games on the Super NES? About a year ago I sold my Amiga and bought a SNES because I read all about StarWing and the FX chip which everybody said was going to blow everything else away. Well, I got a Super Nintendo and I got Starwing and I think it's crap. Some of my Amiga games were much better. Oh well, I thought, that was just the first FX game. The next ones will be better. But since than there's been nothing at all. What I want to know is this: was it all a con? Will there be any more FX games or was it just a trick to get people to sell their computers and buy a Super NES? I want to know.
Jason Roberts, Swansea

SEAL:You are obviously living in some sort of fantasy land. If you'd read NMS lately you would know that there are a stack of SFX games due for release in the New Year. FX Trax was to have been released this year, but was pulled in for more tweaking because Nintendo wanted the game to be excellent. As soon as there's more to tell, NMS will tell you.

Right, enough is enough and Seal's had too much. It's all proved too much and he's retired to the shallows to sort of roll about in the water and make snorting sounds. You too can let off steam on these pages, so if you want the distinction of having appeared here and standing the chance to win one hundred pounds, write and rant away. Until next month, then...

AAAARGHHHH!

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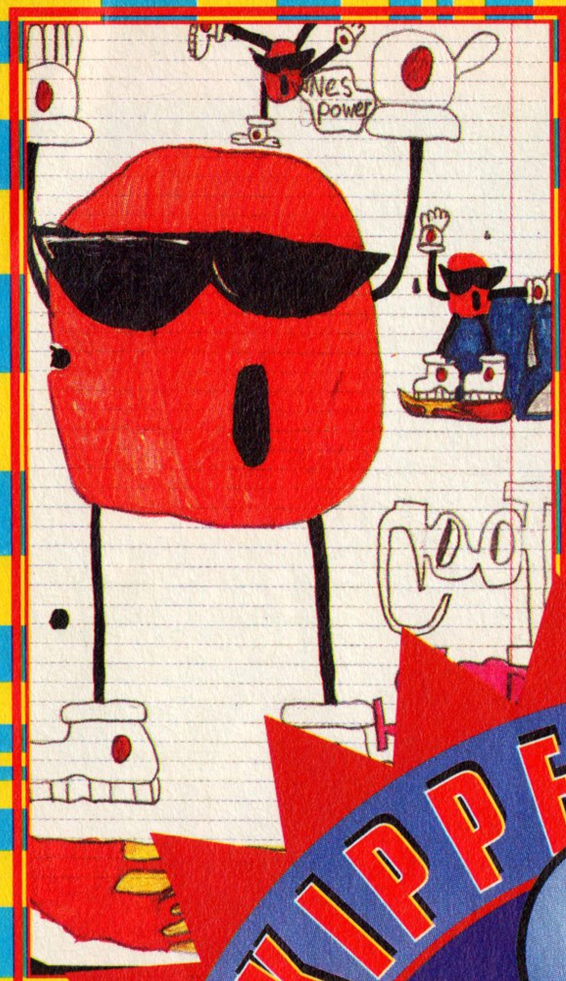


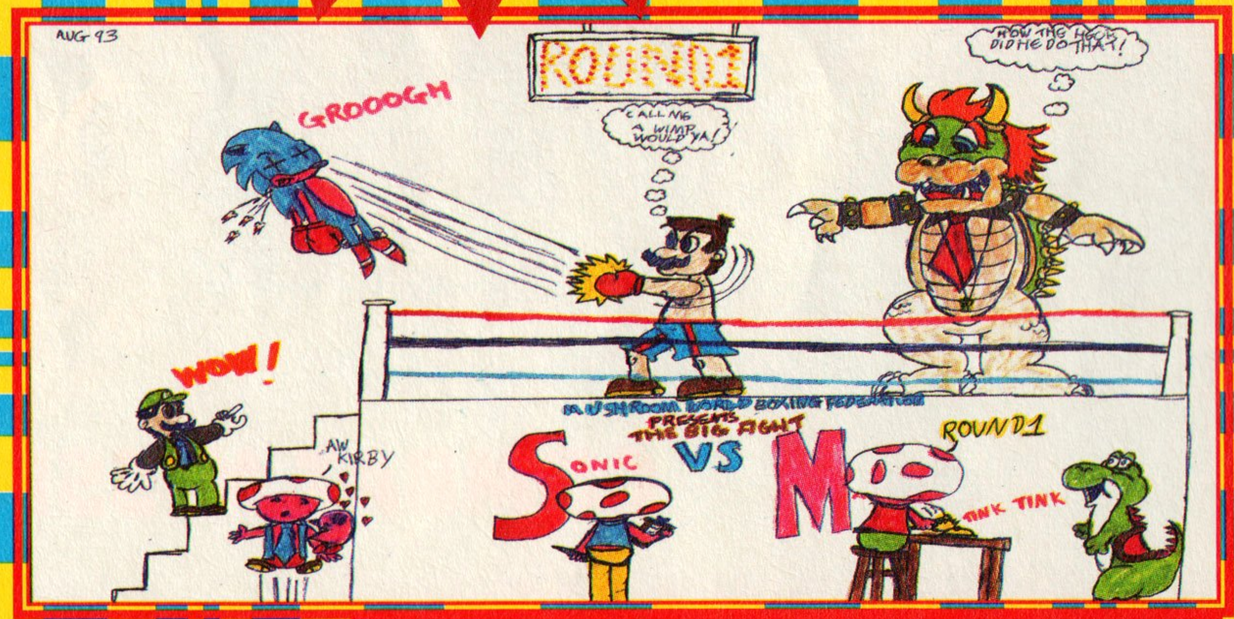
I AM RAD AND I AM ASAD
AND I AM Andy AND I LOOK like A Pansy
By Green (Graham Patton)
SEAL OF CRAP QUALITY
NINTENDO
CRAPAZINE
System

An exceptional piece by Graham Patton. Notice the subtle shading on the turd, the stance of the main protagonists. A masterpeice!

THE KIPPER COLLECTION

KIPPER

ONCE in every decade arrives a retrospective exhibition of such importance it cannot be ignored. The sheer weight of talent cannot remain hidden, and must burst free of its creative bonds to be shared and enjoyed across the world. To this end, the Trustees of NMS are proud to oblige. In partnership with the National Gillery, it is with the utmost joy that we present THE KIPPER COLLECTION. Cubist, modernist, post impressionist, absolute crap - all styles abound. Our verdict: "Hang the bloody lot of them." High praise indeed.



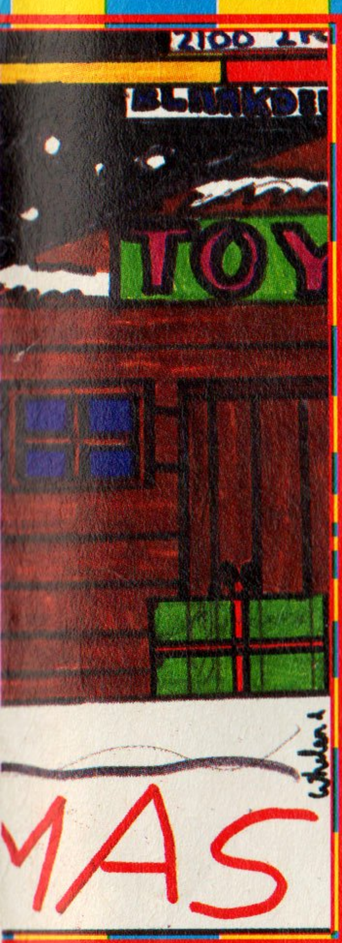
Ah, an early work from Christopher Cambell's "Iteshay" period I believe. A peice that revels in its own naievity yet, in doing so, raises many unanswered socio-political questions. Perhaps.

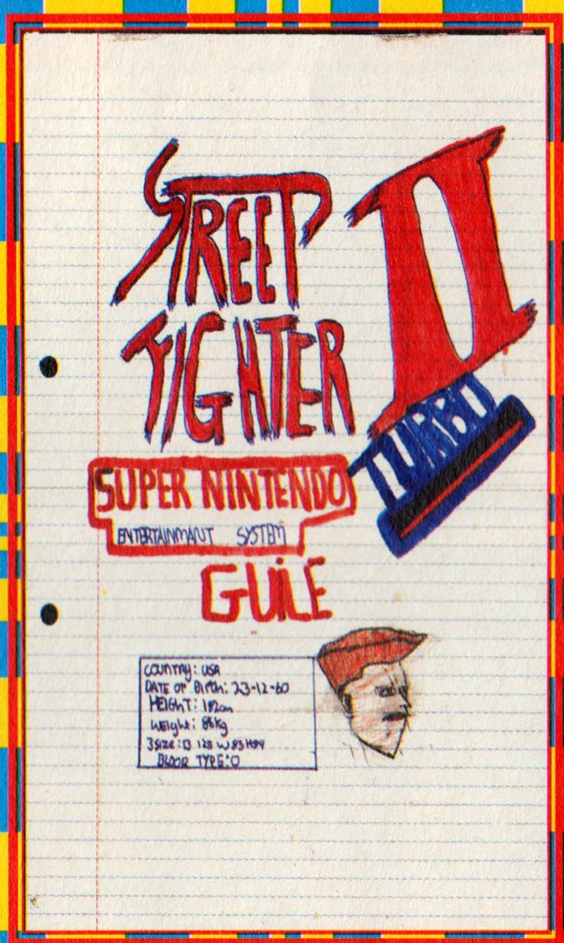
"Intuitive" artist, Dave The Rave, in fine form once more in a work that, at once, beguiles us with its primitive composition and subtly sets up a dialogue between artist and viewer - Who is the fish? And *why* should we purchase NMS?

A rarely-seen work from cult artist, Anonymous Bosch, that challenges the observer to "come and have a go if you think you're hard enough". Astounding.

ocean®

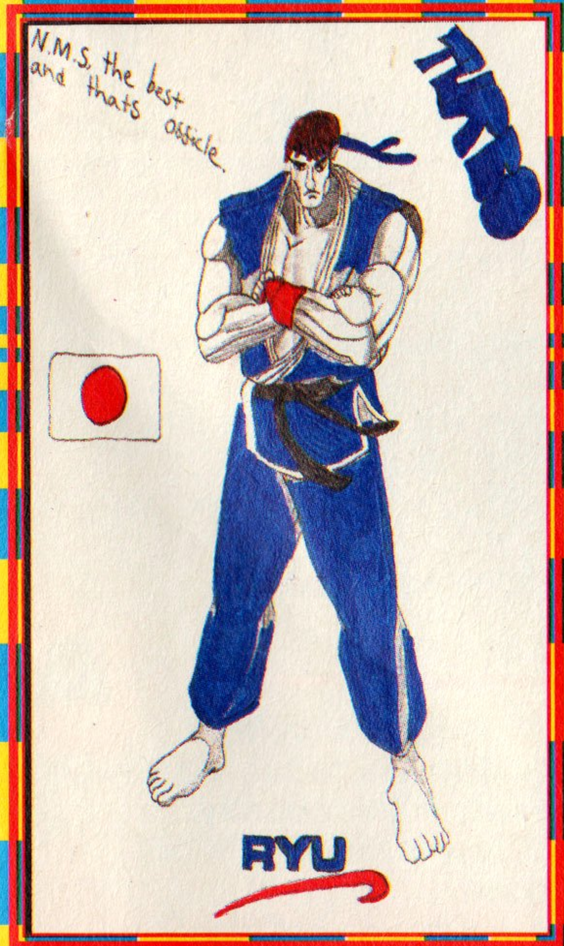
Undoubtedly one of the most important works of Post-Dadaism. Joe Billing's 'meisterwerk' is simultaneously child-like in its execution and innocent in composition. Yet it challenges the viewer in its interpretation. Is it read simply as a peice of text? Does the word take on a deeper significance as a piece of language represented in the painterly form. Where can we find this 'ocean'? Or is it the artist 'taking the mick' or what? Wonderfully enigmatic, as ever.



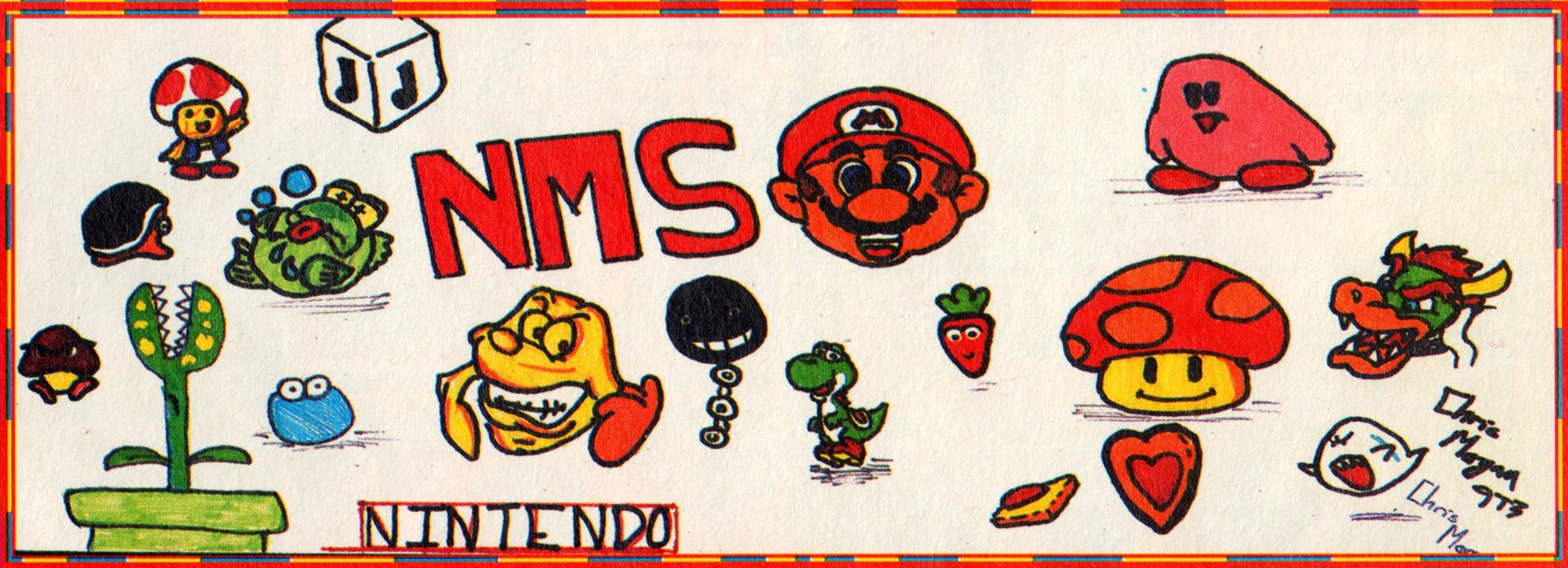


If I'm not mistaken this is another peice by Dave The Rave. Ah, yes, a later work that sees a marked departure from the figurative style of his primitive period towards a more abstracted representation of the human form. Dalbag Singh Gill's piece, on the other hand, has forsaken all 20th century painterly conventions in a work that perhaps owes more to neo-plastic typography than fine art as we know it. Hmmm.

Christopher Jones' piece carries on the post-expressionist tradition, if we can call it that, of such artists as the late Jean-Michel Basquiat. A disquieting work that combines code-like textual messages, deliberately mis-spelt, with hard, aggressive markings. The end product is at once a mystifying and alienating experience for the observer.



The tensions built up in this peice are almost tangible. The main figure dominates with his agressive stance, but the eye is constantly drawn by the red spot in the background that dares the observer to look away. An giant work by Jason Griffith.



Chris Morgan has been much maligned in recent years, but it would be foolish to underestimate the importance of his art. Morgan's works are the product of multitudinous references: The innocence of, say, Gaughin or Rousseau, the obscure juxtapositions that smack of Magritte and Dali, the monumental format of Rothko and the deconstucted compostion of Pop Art. Morgan takes 20th century art and strips its conventions bare. A brave, uncompromising piece. Ahem.

THE KIPPER COLLECTION at the NATIONAL GILLERY, presented by Nintendo Magazine System all rights reserved. Patrons: L Da Vinci, R Embrandt, Keith Chegwin.

Q+A READER SYSTEM

ASTOUNDING! For the second month running you've amazed us with the sheer quality of your questions. It sounds as if the nation listened to our heartfelt plea for sensible queries, and they've been arriving by the sackload. In fact, so good are these questions that it's become a pleasure to answer them. In deep and humble gratitude, the least we can do is give these questions the detailed answers they so so richly deserve. If you have a question about anything Nintendo, you've come to the right place. Scribble your question(s) on a clean sheet of paper and send them to: DID YOU KNOW THAT (INSERT YOUR FASCINATING FACT HERE). AMAZING, EH? Q&A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Right, let's get stuck into this lot!

Q RAISIN SPLITZ

Dear Q&A,
Please answer my humble questions.
1. Will you be able to play normal NES games on the new model NES?
2. Will SF2 come out on the NES? If so, when?
3. Which is better: Star Wars or Star Trek?
4. Will Mortal Kombat come out for the NES?

A

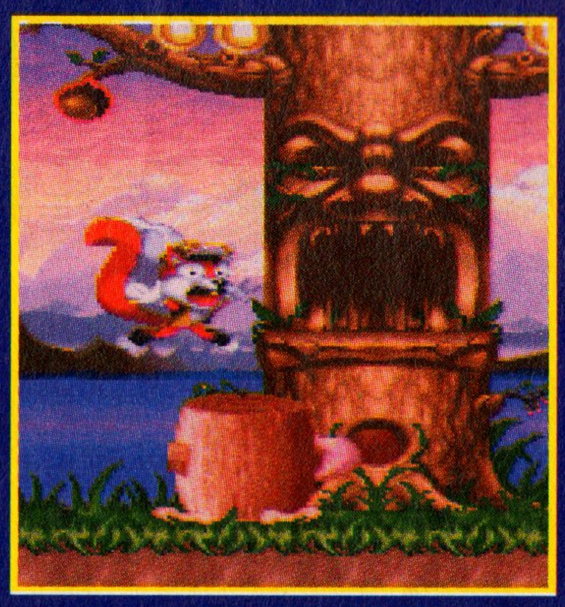
NMS:1. Yes.
2. Probably not. Might Final Fight is mighty fine, though - so get that.
3. Presumably you're referring to the NES versions, in which case the answer is the excellent Star Wars.
4. No. has since been pulled in for an overall. However, NMS undercover agents say the game should surface in the first quarter of next year.
4. No confirmation yet. We'll tell you as soon as we know.
5. It should be OUT, as the popular section says, NOW.

Q CHEERIOS

Dear Q&A,
I'm writing to say how good Zombies is. Now, onto some questions.
1. Which should I get: Mr Nuts or Cool Spot?
2. Which is the best car game on the SNES?
3. Which is better Jurassic Park or Zombies on the SNES?
4. Is Clayfighter worth a place on my shelf?
Oh yeah I forgot to say that I have Mario Kart and congrats on an excellent mag.
From Alex Manger,

A

1. Mr Nutz.
2. Mario Kart's the best all-round racer, but Top Gear is still the top car game. It's better than its own sequel, so buy it when you can.
3. Zombies, although JP is pretty good.
4. If you're manic about fighting games, definitely.

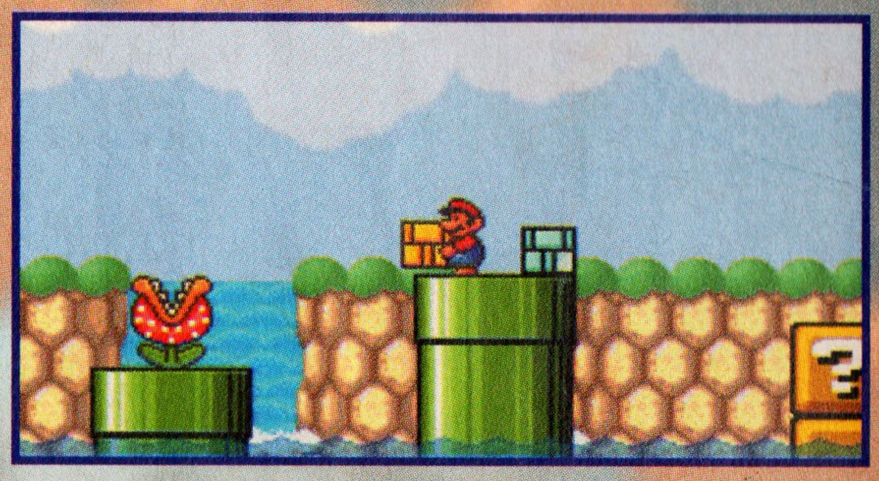


Q PUFFA PUFFA RICE

Dear Q&A,
I have some questions. Please give me the answers.
1. My friend Tony Johns says you can buy an adaptor to play Amiga games on your Super Nintendo through this special drive. Is this true or is he talking out of his bum?
2. If you can play Amiga games on your Super Nintendo, why haven't I read anything about it in NMS?
3. How much does it cost and should I sell my Amiga or will I still need it?
4. Why is NMS so cool?
Darren Jones, Liverpool.

A

1. Your friend Tony Johns is talking out of his jacksie.
2. Because your friend Tony Johns is talking out of his jacksie.
3. It doesn't cost anything because it isn't anything because your friend Tony Johns is talking out of his jacksie.
4. Where do we start?



Q RICYCLES

Dear Q&A,
1. Are there any good pinball games on the Super NES?
2. Are there any good pinball games on the Game Boy?
3. Which should I buy out of these: Super Mario All-Stars, StarWing, Empire Strikes Back.
4. What's the best game you've ever played and why?
5. What's the worst game you've ever played and why?

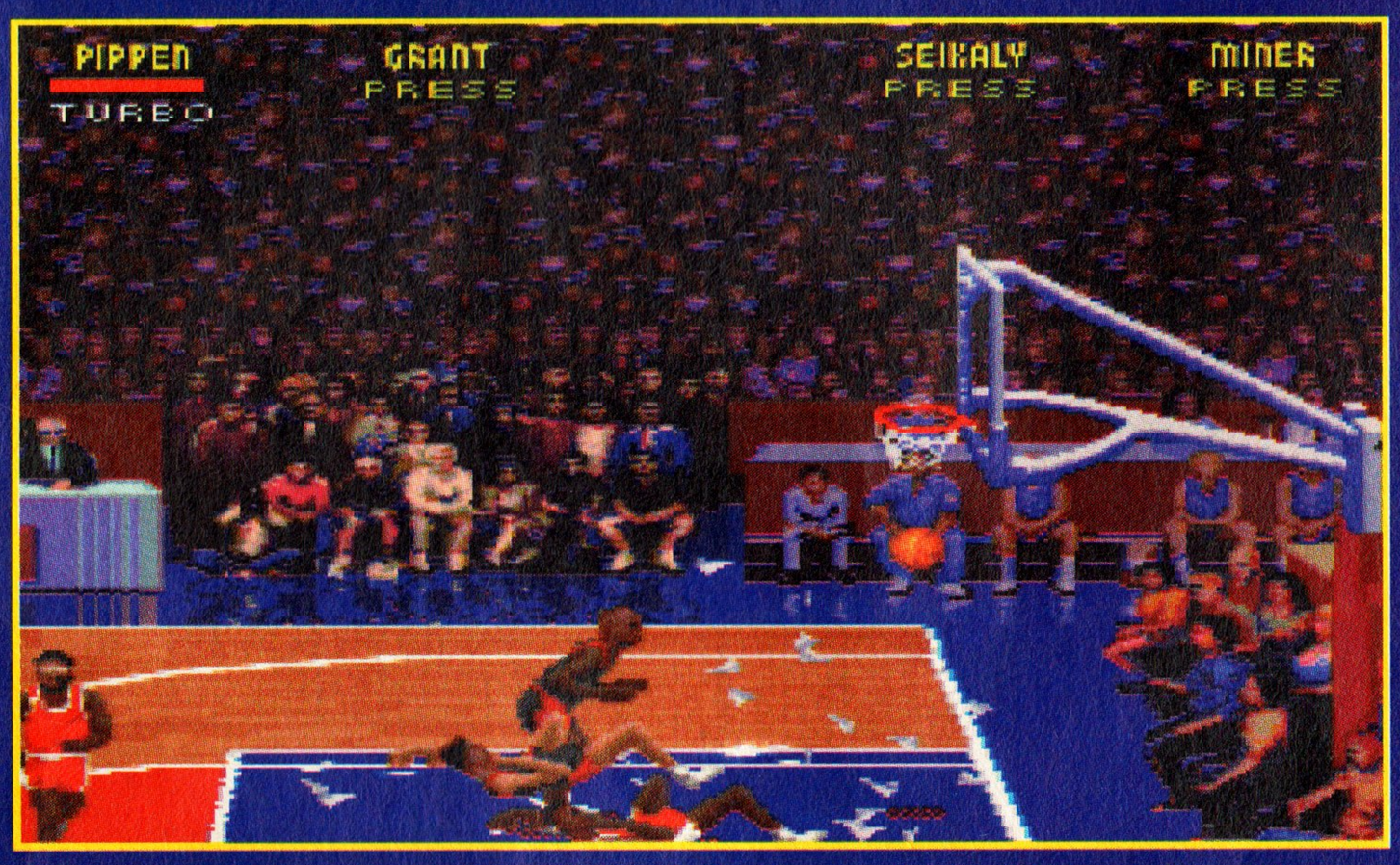
A

Q&A:1. Yep. Pinball Dreams should be out and about. Jaki Crush is better, but you can't buy the game officially in this country.
2. Revenge of the Gator is fab and Pinball Dreams is pretty good.
3. All of them except Empire - get Star Wars instead because it's better.
4. Super Mario Kart because its two-player mode is the best thing since Golden Nuggets.
5. Ferrari Formula One because it's got such a great license and is such a shambling travesty of a mockery of a game.

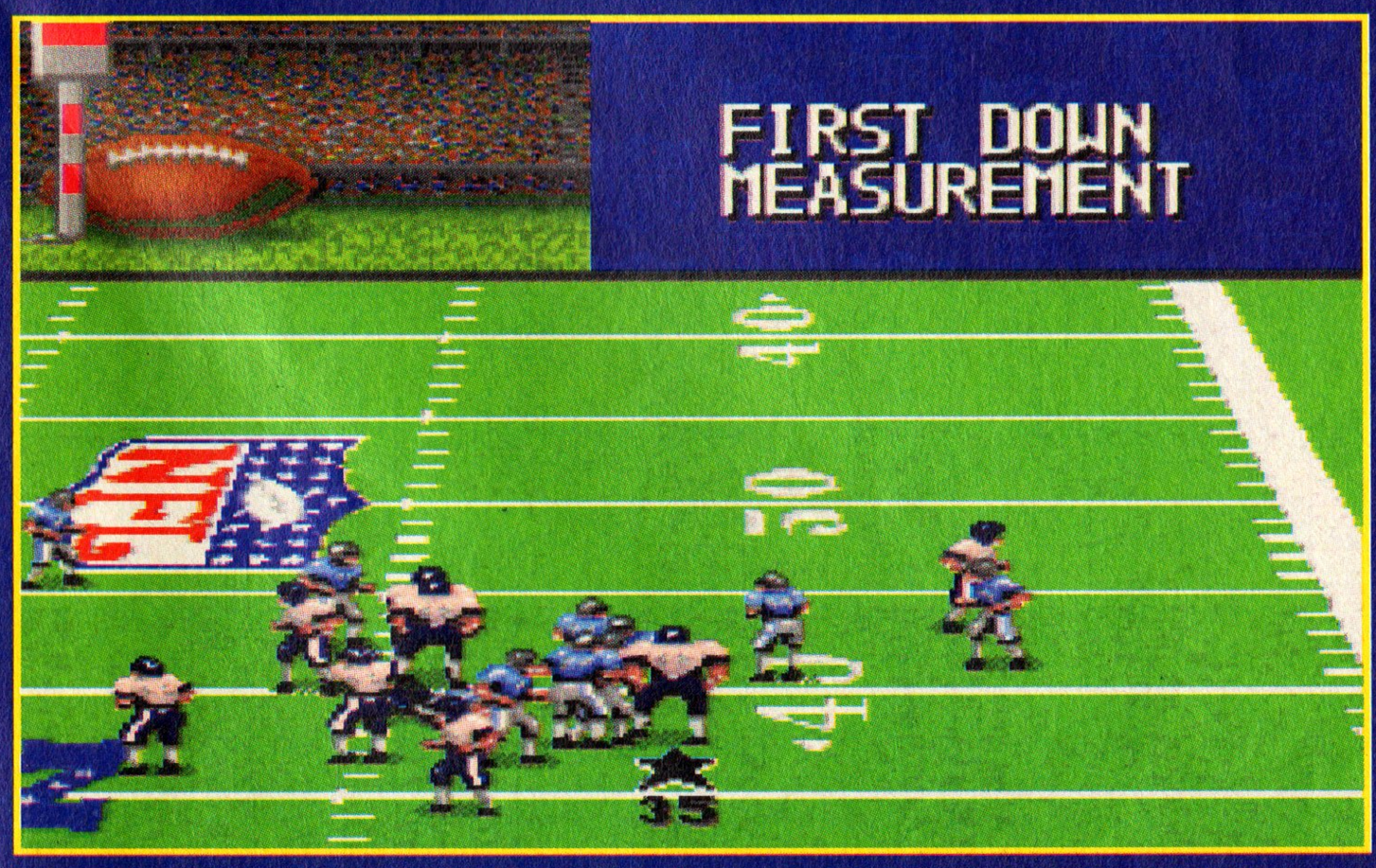
BRAN FLAKES

Dear Q&A,
Please answer my questions because I can't sleep at night for worrying about them.
1. Is the next Nintendo machine really going to be a 64-bit machine because I heard the Atari Jaguar is not real 64-bit but 16-bit with specialist graphics and sound chips.
2. Will the Nintendo machine be a CD machine because I think they're crap.
3. How much will the games cost?
4. Will the machine be able to run my Super NES games?

Q&A:1. Project Reality will really, really be a 64-bit machine so don't worry.
2. Right now, nobody outside Nintendo's research and development labs knows for sure. Our considered opinion is that it will be a cartridge machine.
3. They shouldn't cost any more than Super NES carts to now.
4. It's highly unlikely. Just keep hold of your Super NES and run the machines side by side.



▲ No-one was available to caption this picture at the time of writing, they were all playing NBA Jam, so I, Claire, will have a go. Take your team of netball players through to the county schools championship whilst avoiding spiky pitfalls. I think.



▲ Hi, Claire here again. I still can't get that lazy lot out of the games room, so here I go again. Your task is to lead your team of sissy rugby players in a series of matches against the visiting french school team. Well, that's what I think it is...

FARLEY'S RUSKS

Dear Q&A,
Please could you answer the following questions about the SNES?
1. How much will the Super Multitap cost and are there any more games besides Bomberman lined up for it.
2. I have heard that Super SF2 will be released for it in June 94. Is this true?
3. When will FX Trax be released?
4. Will Fifa Soccer be released for the SNES? If so when?
5. When will Flashback be out?
Chris Bunting, Cheshire.

NMS: 1. About £25 and oh dear me yes there are. In this very issue you can read details on NBA Jam, John Madden and NHL games - all of which use Multitap for multi-player mayhem and all of which are absolutely ace. If you ask me, and let's face it you just did, I reckon the Multitap could become one of the most essential pieces of kit ever invented for the Super NES. As games get bigger, more and more designers will incorporate Multitap capabilities into them. Software houses have discovered that good two-player games shift in vast numbers, so the thinking goes that Multitap games should sell squillions as well. Get a Multitap and just about any compatible game as soon as you can - NBA Jam in particular. Your question has come at just precisely the right time and my guess is that there are about a trillion people eagerly reading this answer right now.
2. We've had no details whether Super Streetfighter will be Multitap compatible. If it is it's going to be big news, so naturally we'll tell you first.
3. Another good question. The game was originally shown at the CES way back in June, but has since been pulled in for an overall. However, NMS undercover agents say the game should surface in the first quarter of next year.
4. No confirmation yet. We'll tell you as soon as we know.
5. It should be OUT, as the popular section says, NOW.

Q+A READER SYSTEM

Q GOLDEN GRAHAMS

Dear Q&A,
Could you please answer my questions.
1. When will Lethal Enforcers come out and how much will it cost?
2. Is Dragon any good?
3. Which game do you think I should get out of these: Bomberman, All Stars, Zombies or Cool Spot.
4. Is Tournament Fighters any good?
5. What is your favourite game?
6. When is Aladdin coming out?
Paul Galvin, Dublin.

A

NMS: 1. It should be out early next year with a hefty £70 price tag which includes a wicked Magnum .44-style light gun called The Justifier, which is rather smart.
2. If you mean the game: it looks good, but we haven't reviewed it yet. If you mean the film, ask Barry Norman.
3. In order of excellence:All-Stars, Bomberman, Zombies, Cool Spot. You're safe buying any of them, particularly the first three.
4. Yes. It's thoroughly excellent.
5. Super Mario Kart.
6. It is, as the popular section reliably informs you, OUT NOW.

▼ Aw, it's Aladdin. It's dead lovely that film. I saw it at the pictures last week. Paul likes it too, so it must be good. I didn't cry though. Honest!

Q COCOA POPS

Dear Q&A,
I have a UK SNES and was wondering if it was possible to get rid of the black borders around the screen. I have a Sony TV with a scart connection and the Nintendo audio-visual lead through it. Although it improves the graphics somewhat the black borders are still there, can you help?
Huy.

A

NMS:Sadly, the fact that you own a UK Super NES means the lines are there to stay. Put simply, this is because the machine delivers a different signal and there's not a lot which can be done about it. If it's any consolation, you could always remember that people pay loads of money for "Wide Screen" videos which create enormous black lines top and bottom. Actually, that's a cack solution to a cack situation - but people do learn to get used to it.
PS What sort of a name do you call that?

Q MILKY WET ONES

Dear Q&A,
1. Is everyone still loathing SF2?
2. Why?
3. What is the plot for Zelda 4?
4. What's "Mario is Missing" like? will you please put a picture of the title screen?
5. Is Soulblazer better than Zelda?
6. Do you like my picture?
J Kipping, Berkshire.

A

NMS: 1. Can you remember how to breathe?
2. Why?
3. This is in fact a very good question. For those who don't know, Link gets washed up on the beach after a storm and has to collect the seven pieces of the wind fish. Quite why he has to do this is in fact anyone's guess, but he's Link after all so he knows what he's doing. If you'd like to ask the lad personally, write to him at PO Box 507, Koholint Island, Japan. We did, but until now have received no reply.
4. It's actually not at all bad. No.
5. No.
6. No.

Q SUGAR PUFFS

Dear Q&A,
1. When will the Super Multitap be released?
2. How much will it cost?
3. When will Pinball Dreams be released on the SNES?
4. Is the Super Advantage any good?
Anloni Hanus, Huddersfield.

A

NMS:1. If you shop around, you can buy it now.
2. We've already answered that.
3. With a bit of luck, about now. If not, very soon.
4. It's OK.

HONEY NUT LOOPS

Dear Q&A,
This is about my 10th letter I have sent to you and I would be very grateful if you could answer my questions. Don't worry, no SF2 questions.
1. Is Lemmings 2 going to be out before '94?
2. Any news on Zelda 4?
3. What decent two player game would you recommend me to get? (not a beat 'em up).
4. When are you going to review Nigel Mansell F1 Challenge?
5. Will there be any Amos games (sort of games) coming out on the SNES?
6. Do you think that it is worth me getting Nigel Mansell if I already have Exhaust Heat?
7. Is Team Suzuki or something like that coming out for the SNES?
8. Is F1 Grand Prix (Geoff Crammond) coming out on the SNES?
9. Is Virtual Racing coming out on the SNES?
10. Is Toyota Celica GT Rally coming out on the SNES?
11. Is Hunter going to be on the SNES?
12. Is Vroom coming out on the SNES?
Thank's a lot.
Gavin Rush, Ipswich.

NMS:1. Seeing as it's now '94, I fail to see the relevance of your question.
2. Not yet.
3. Super Mario Kart, NBA Jam, Super Bomberman. There's three for you.
4. We Reviewed it ages ago.
5. Seeing as AMOS is a design system for the Amiga home computer, what do you think?
6. Depends. Are you a racing nut? If so, get Mansell. If not, don't.
7. It's difficult for the Super NES to handle polygon games without the SFX chip, and we don't know of any FX bike racing games in development. FX Trax and Powerslide (another FX game) could well be worth a decent butchers, though. We'll probably have quite a lot more on these games next month.
8. Not a chance. Sorry. (We are as well, because it's completely skill).
9. Absolutely no chance whatsoever. Think who produced the coin-op and that may tell you why.
10. Another no. (Sorry to be so negative).
11. No. Have you by any chance got an Amiga? Hunter was a fab game as well, so at least you've got taste.
12. Not that we know of.

▼ Aw, again, I love this game, me. It's dead sweet, all those little cars and Mario and Yoshi and everything. Isn't it lovely?

SPECIAL K

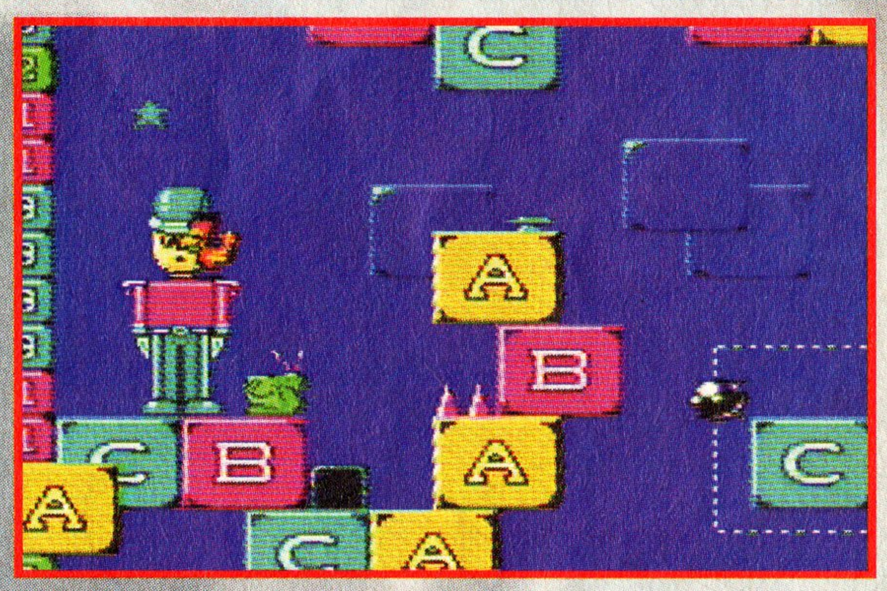
Dear Q&A,
Please answer these questions.
1. Will there be a Super Marioland 3?
2. Are there any plans for another Mario game on the SNES?
3. I recently bought Alfred Chicken and Kirby's Dreamland. These so called hard games took me just over a week to complete. Are there any harder platform games?
That's all from me.
P.S. No crappy answers
Brendan Collins, No Crappy Address

NMS: 1. Yes. You may have already heard it referred to as Super Wario Land. It's been renamed Super Mario Land 3, it will be released quite soon and it's rather good.
2. You never can tell. Mario games are kept so secret that even NMS isn't told about them until shortly before release.
3. Who told you Kirby's was difficult? Having said that, are you absolutely sure you've completed the game? You may think you have, but have you *really?*

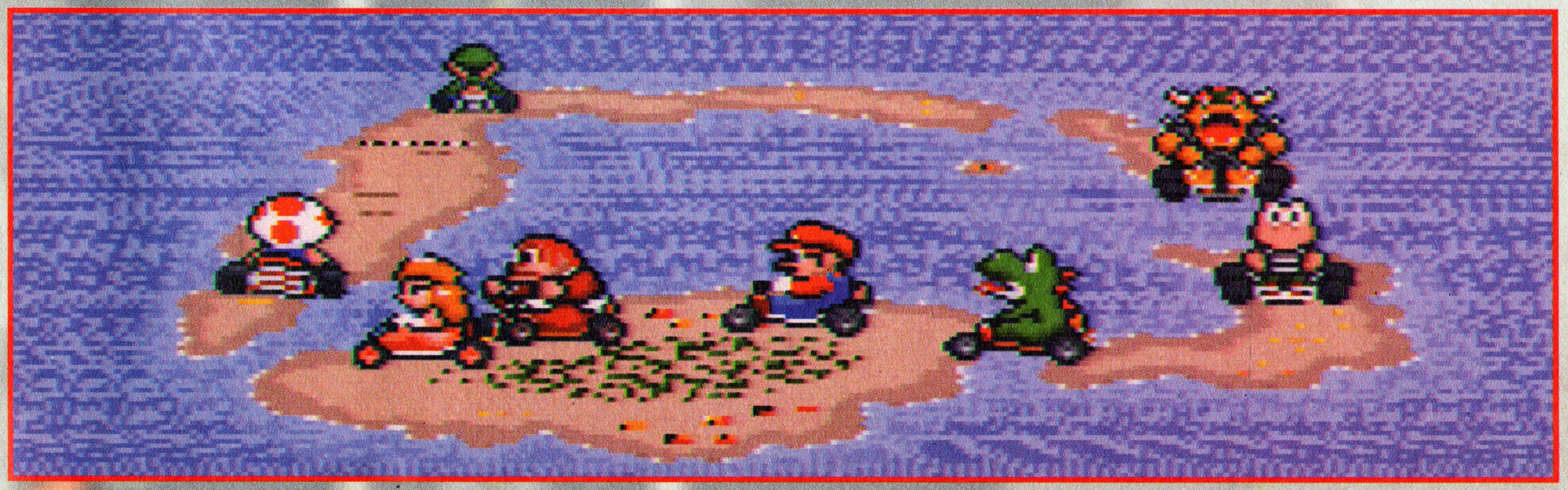
GOLDEN NUGGETS

Dear Q&A,
Please can you answer the following NES questions?
1. Which is best: Captain Skyhawk, Darkwing Duck or Ducktales 2?
2. Are there any cheats for Time Lord, or can you tell me how to clear it because it is very hard?
3. Is the Lost Levels and Mortal Kombat coming out for the NES.
Keith MC Grath, Sligo.

NMS: 1. Darkwing Duck, which is wicked.
2. If enough people ask for help, we'll run it in NHS. If not, we won't.
3. Lost Levels was originally developed for the Japanese NES, but sadly was never released for the UK machine. At the moment that situation is unlikely to change. As for Mortal Kombat, the short answer is No.



▲ Okay Claire, no more cute captions, he's just a chicken, okay?



Nintendo® Nindex

Welcome to the Nintendo Nindex. This month, apart from indexing and rating every game for your machine we'll be giving away another stonking free game to the eagle-eyed reader who spots the magic word "STOOLS", in the body of the index. It's not hard - all you've got to do is read the thing from beginning to end and find the word, and if you're feeling particularly generous you might like to supply us with the dictionary definition as well. Who knows, you might learn something too. Adam Baker did last month and he's the fortunate recipient of a Super NES cart from our magic games cupboard . Now get reading...

SUPER NES

ADDAMS FAMILY
SEAL OF QUALITY
Glossy platform game which is great fun to play.
OVERALL:90%

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT
Highly polished presentation and solid, if unoriginal, gameplay.
OVERALL:89%

AERO THE ACROBAT
The only platform game so far to feature a bungee jumping level. A new platform star is born.
OVERALL:86%

ALFRED CHICKEN
Long, tough and challenging. A goodie.
OVERALL:87%

ALADDIN
Looks great, sounds wonderful, about as challenging as the Sun crossword and strictly for the fans only.
OVERALL:81%

ALL-JAPAN WRESTLING
A sour fart in the elevator of wrestling games.
OVERALL:37%

AMAZING TENNIS
SEAL OF QUALITY
Takes a bit of getting into, but worthwhile once mastered.
OVERALL:91%

AMERICAN GLADIATORS
The flaming paper bag of dog poo on the doorstep of, erm, gladiator-type games.
OVERALL:38%

AQUATIC GAMES
Limited and stupid "sports" package. Crap.
OVERALL:49%

ART OF FIGHTING
100-meg cart shrunk to just 16 shock. Game actually pretty darned fine too, bigger shock!!
OVERALL:89%

ASTERIX
Lack of variety lets down otherwise spiffing platformer shock.
OVERALL:73%

BLAZING SKIES
Great graphics, shame about the shallow and frustrating gameplay.
OVERALL:49%

BLUES BROTHERS
Badly programmed platform charade. Avoid like the wind, my friends.
OVERALL:47%

BOMBERMAN
SEAL OF QUALITY
Brilliant four-player action and thoroughly NMS-recommended.
OVERALL:93%

BRAWL BROTHERS
Better-than-average Final Fight clone, worth a look if you can't wait for Final Fight 2.
OVERALL:84%

BRETT HULL ICE HOCKEY
Great in two or, better still, four-player but, like most sports games, less fun for the solo gamer.
OVERALL:80%

BUBSY THE BOBCAT
Don't believe the hype, as Public Enemy say.
OVERALL:79%

CALIFORNIA GAMES 2
Totally sacrilegious, destroys the reputation of the Cali Games phenomena, er, dude!
OVERALL:20%

CHAMPIONSHIP POOL
A great representation of the sport of pool, but more fun to play on a big table - and cheaper too!
OVERALL:81%

CHESTER CHEETAH - TOO COOL TO FOOL
Insipid pile of old trousers in platform guise.
OVERALL:69%

CHUCK ROCK
Amusing and action-packed platform puzzler.
OVERALL:89%

CLAYMATES
Great-looking platformer which falls short of the smart mark by being too frustrating.
OVERALL:80%

COMBATRIBES
Badly executed and very boring indeed to play.
OVERALL:46%

CONTRA SPIRITS
SEAL OF QUALITY
Incredible Super NES classic. An essential purchase.
OVERALL:95%

COOL SPOT
Playable platformer somewhat short in the originality stakes, but who cares, it's still enjoyable.
OVERALL:80%

CRASH DUMMIES
Uninspired stuff that makes nothing of its potential.
OVERALL:63%

CYBERNATOR
SEAL OF QUALITY
Almost as good as Contra, and also a top priority buy.
OVERALL:93%

DAFFY DUCK
Mildly amusing platformer that gets pretty good later on.
OVERALL:82%

DESERT FIGHTER
Gulf War-type sim with choice of planes, loads of options and it's actually rather good.
OVERALL:90%

DESERT STRIKE
Novel twist to the shoot 'em up genre and highly enjoyable, if rock hard.
OVERALL:83%

DEVIL'S COURSE GOLF
This is absolutely awful, it really is.
OVERALL:39%

EVO
Steer your organism through the trials of evolution in this gaming equivalent of watching paint dry.
OVERALL:70%

EXHAUST HEAT
SEAL OF QUALITY
In-depth racing sim of doom. Less faffing than in the sequel.
OVERALL:92%

EXHAUST HEAT 2
SEAL OF QUALITY
Technically accomplished and groovy follow up to the original.
OVERALL:92%

F-1 POLE POSITION
Speedy two-player Grand prix racer with controls that require plenty of practice.
OVERALL:79%

FINAL FIGHT
SEAL OF QUALITY
Top quality beat 'em up which deserves a good home.
OVERALL:92%

FINAL FIGHT 2
Tragic waste of effort.
OVERALL:58%

FIRST SAMURAI
Shabby Amiga port-across. Avoid like the dentist.
OVERALL:62%

FIREPOWER 2000
Well programmed but pretty dull shoot 'em up. Look at Axelay et al first.
OVERALL:79%

FLASHBACK
SEAL OF QUALITY
Stunning cinematic graphics and great action combine to make this one of the best games you can buy. Go for it.
OVERALL:94%

FLYING HERO
Average cutesy shoot 'em up. Andy still likes it, sadly.
OVERALL:64%

F-ZERO
SEAL OF QUALITY
Flagship triumph of Mode 7. A definite classic.
OVERALL:90%

GHOST SWEEPER ANGELS
Simplistic platform adventure for Manga maniacs only.
OVERALL:72%

GODS
Challenging and pretty original, but clumsy controls and total Super NES capabilities bypass.
OVERALL:80%

GOOF TROOP
A highly-polished puzzle game from Capcom which suffers, but only slightly, from being a bit easy.
OVERALL:81%

GP-1
Dire, uncontrollable and unrealistic "race sim".
OVERALL:65%

GUNFORCE
Slowest game ever, and ridiculously easy to boot. One to not buy at any cost.
OVERALL:29%

IREM SKINS GAME
Relaxing golf knockabout. Probably the best Super NES golf game around right now.
OVERALL:76%

JAKI CRUSH
Minor gameplay erraticisms mar this otherwise splendid pinball sim.
OVERALL:86%

JIMMY CONNORS PRO TENNIS TOUR
Fiddly controls and faulty collision put this out of the league of Super Tennis.
OVERALL:79%

JURASSIC PARK
Smart ideas that just fail to be fully realised. Not bad though.
OVERALL:77%

KAWASAKI CARIBBEAN CHALLENGE
Hideous and shallow monstrosity.
OVERALL:36%

KEVIN KEEGAN'S PLAYER MANAGER
The only footy management sim on the Super NES. Features Super Kick Off too so it can't be bad!
OVERALL:89%

KI KI KATAI
SEAL OF QUALITY
Fantastic shoot 'em up which is as tough as tough can be.
OVERALL:90%

LAMBORGHINI AC
If skidding around the States is your bag, check this out. On the other hand, don't.
OVERALL:64%

LAWNMOWER MAN
Standard platform action mixed in with some okay-ish VR bits. Worth a look for fans of the film.
OVERALL:80%

LEGEND OF THE MYSTICAL NINJA
SEAL OF QUALITY
Superb graphics and tough gameplay packed with unexpected twists. Without doubt one of the finest platform adventures money can buy.
OVERALL:92%

LEMMINGS
SEAL OF QUALITY
Fabola puzzle game for people with lots of patience.
OVERALL:92%

LOST VIKINGS
Takes a bit of getting into, but this puzzle/platformer is really rather good.
OVERALL:80%

MARIO ALL-STARS
SEAL OF QUALITY
It's amazing. It iiiiiss. It iiiiiiiss.
OVERALL:95%

MARIO AND WARIO
Average mouse game featuring Mario with a bucket on his head.
OVERALL:79%

MARIO IS MISSING
Edutainment finally strikes it lucky. This is an engaging detective puzzle thing and worth a look.
OVERALL:84%

MARIO PAINT
The novelty soon wears off, and all aspects are too limited to really make this worth the cash.
OVERALL:65%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Brilliantly presented and good fun for a while, but it's hopelessly easy. Bah.
OVERALL:79%

MAZINGER Z
Just cos it's Japanese and Manga-esque don't mean it's any good, and this ain't.
OVERALL:35%

MECHWARRIOR
Not much variety, but this is a tough giant robot battle simulation which is great fun.
OVERALL:81%

METAL MARINES
Excellent fast-paced strategy game. A good intro to the genre for first-timers.
OVERALL:85%

MIGHT AND MAGIC 2
RPG that's a little on the large side, also it's a little on the uninspired side, sadly.
OVERALL:63%

MISTER NUTZ
SEAL OF QUALITY
Cute and cuddly platform game that you'd be "Nutz" to miss. (Sorry)
OVERALL:90%

MONOPOLY
Do you like playing Monopoly on your own? Then buy this. Otherwise, steer clear.
OVERALL:56%

MORTAL KOMBAT
SEAL OF QUALITY
Fantastic conversion of the arcade original.
OVERALL:92%

ON THE BALL
A fast and furious arcadey puzzle game spoilt by its complete easiness.
OVERALL:82%

PAPERBOY II
Wobbly controls, abysmal graphics and almost no gameplay. What a waste.
OVERALL:41%

PILOTWINGS
SEAL OF QUALITY
The novelty doesn't last long, but underneath Pilotwings is complex and highly enjoyable.
OVERALL:90%

PLOK!
Cute and chunky platform star. Slightly above average game.
OVERALL:81%

PRETTY SOLDIER SAILOR MOON
Pretty stagnant rancid prune.
OVERALL:43%

PUSHOVER
The puzzles aren't too taxing at first and the game doesn't seem very polished, but this is still quite good fun.
OVERALL:78%

Q*BERT III
Odd controls and lovely backgrounds but loses its appeal after a couple of days.
OVERALL:70%

RANMA 1/2 II
Excellent two player beat 'em up not even worth a glance in one-player mode.
OVERALL:79%

RIVAL TURF
A poor man's Final Fight. Not enough action, variety or playability.
OVERALL:48%

ROCK AND ROLL RACING
Interplay's pretender to the Mario Kart crown just falls short of true greatness. Definitely worth a go though.
OVERALL:88%

ROCKY RODENT
Slow-moving and ultimately dull platformer.
OVERALL:73%

R-TYPE 3
SEAL OF QUALITY
Smooth, challenging and wonderful-looking. A worthy successor to the disappointing original.
OVERALL:93%

RUN SABER
Not too brilliant looking but this Strider-esque game is great fun to play nonetheless.
OVERALL:85%

SD WARRIOR 2
Shocking, banal and tedious to name but three of its good points.
OVERALL:41%

SECRET OF MANA
SEAL OF QUALITY
It's big, it's cute and it's a tough challenge. It's also the only RPG to give Zelda a run for its money. Most definitely worthy of serious investigation.
OVERALL:93%

SENSIBLE SOCCER
Despite its age and the tiny sprites this is still one of the finest soccer games around.
OVERALL:90%

SEVENTH SAGA
Fairly run-of-the-mill RPG with some interesting bits chucked in.
OVERALL:80%

SHADOWRUN
SEAL OF QUALITY
Simply incredible futuristic RPG. Buy it now.
OVERALL:90%

SIM CITY
SEAL OF QUALITY
In depth city-building strategy classic. Absolute must for all budding town planners.
OVERALL:93%

SMASHBALL
Surprise office hit takes a very old idea and brings it bang up to date. Great laugh in two-player.
OVERALL:89%

SONIC WINGS
The leading contender for the most feeble weapons award. Leave it on the shelf.
OVERALL:51%

STARWING
SEAL OF QUALITY
Skrikes! Incredible shoot 'em up. Every home should have one.
OVERALL:96%

STREETFIGHTER 2
SEAL OF QUALITY
Most famous game ever. A splendid conversion which everyone should have by now.
OVERALL:96%

STREETFIGHTER 2 TURBO
SEAL OF QUALITY
Got more money than sense? Can't live without a handful of extra bits bolted onto your Streetfighter cart? Then this is for you!
OVERALL:97%

STRIKER
SEAL OF QUALITY
Possibly the best soccer game on any machine.
OVERALL:92%

SUNSET RIDERS
The western genre gets a slightly below par treatment from the usually excellent Konami. Not too bad in two-player though.
OVERALL:72%

SUPER ADVENTURE ISLAND
Wonderboy hits the Super NES. Good fun but too easy.
OVERALL:78%

SUPER BACK TO THE FUTURE
A nice enough looking effort, but one which is ultimately devoid of fun.
OVERALL:64%

SUPER CASTLEVANIA
SEAL OF QUALITY
One of the best platform beat 'em ups on the Super NES. A definite must-have.
OVERALL:91%

SUPER EMPIRE STRIKES BACK
Could have been fabbo, but it's just too much like Super Star Wars for its own good.
OVERALL:78%

SUPER FORMATION SOCCER 2
Inept sequel which does nothing to improve dodgy prequel.
OVERALL:35%

SUPER GHOULS 'N' GHOSTS
SEAL OF QUALITY
Ultra-hard platform adventure revelling in its own brilliance.
OVERALL:94%

SUPER GOAL
Limited selection of moves and superhuman keepers put the nails in the coffin of this one.

NINTENDO 102

OVERALL:60%

SUPER JAMES POND
Poor collision detection and horrendous slow down spoil what would otherwise be a fantabulous game.
OVERALL:78%

SUPER KICK OFF
Nowhere near as good as it should have been. Wait for Striker instead.
OVERALL:73%

SUPER SLAP SHOT
It's no oil painting, but it plays well enough - and speedy too!
OVERALL:78%

SUPER MARIO BROTHERS IV
SEAL OF QUALITY
Graphics look a bit dated now, but the game is still as amazing as ever. One of the best video games of all time.
OVERALL:98%

SUPER MARIO KART
SEAL OF QUALITY
Superb, and challenging, comedy race game featuring Mario and pals.
OVERALL:92%

SUPER NBA BASKETBALL
SEAL OF QUALITY
Very dead good and deep basketball sim recommended to fans and non-fans alike.
OVERALL:92%

SUPER OFF-ROAD 2 - THE BAJA
Pseudo 3D dirt track burner that's great fun to play and, even better, allows you to mow down the spectators. Yeeha!
OVERALL:84%

SUPER PUTTY
Pretty great game featuring the stuff that keeps your windows in as its main character. Worthy of your attention.
OVERALL:87%

SUPER R-TYPE
Bad case of the slowdown and low difficulty level makes this look very dated indeed.
OVERALL:76%

SUPER SLAM DUNK
Clever Mode 7 basketball game. A bit fiddly but highly enjoyable nonetheless.
OVERALL:88%

SUPER SOCCER
Technically outstanding but awkward to play and limited soccer game.
OVERALL:79%

SUPER STAR WARS
SEAL OF QUALITY
Superlative platform game which packs a big challenge with fantastic music too.
OVERALL:94%

SUPER TENNIS
SEAL OF QUALITY
Loads of moves, spot-on speed and a lengthy challenge make this the best tennis game ever.
OVERALL:94%

SUPER TETRIS 2
SEAL OF QUALITY
It's Tetris and, as a result, it's really good. Bonus game BomBliss is likewise smart.
OVERALL:93%

SUPER TURRICAN
Absolute waste of time conversion of an ancient C64 title that wasn't much cop.
OVERALL:68%

SUZUKA 8 HOURS
What a great coin-op, what a shabby conversion.
OVERALL:47%

SYVALION
Original and responsive but repetitive and ultimately exceedingly dull.
OVERALL:41%

TINY TOON ADVENTURES
SEAL OF QUALITY
Ultra-cute and staggeringly varied platform game which is destined for classic status.
OVERALL:93%

TMNT TOURNAMENT FIGHTERS
SEAL OF QUALITY
Blimey! Unfashionable licence in realistic challenge to Street Fighter shock! All beat 'em up fans are recommended to seek this out immediately.
OVERALL:93%

TOM & JERRY
THQ have done it again! Yes, once more, that notorious software house has turned in yet another contemptible effort. Tom and Jerry is a platform game and it is very bad indeed.
OVERALL:37%

TOP GEAR
SEAL OF QUALITY
Ultra-fast and mega-smooth. The benchmark for two-player racing games.
OVERALL:91%

TOP GEAR 2
Nowhere near as good as the original but improves with playing.
OVERALL:80%

TRODDLERS
A fine and dandy puzzle game which is best with two players.
OVERALL:81%

TUFF E NUFF
Only four characters and no real scope for tactical play, but there's loads of moves and it's faster than Streetfighter 2.
OVERALL:89%

UN SQUADRON
SEAL OF QUALITY
Very very hard and certainly impressive. Another Capcom shoot 'em up winner hits you straight in the duo...duod...duede...guts.
OVERALL:94%

UTOPIA
Fair to middling strategy game for fans who've finished all the other ones already.
OVERALL:72%

VIRTUAL SOCCER
SEAL OF QUALITY
Hudsonsoft's worthy contender for the footy sim world cup, and what a sterling effort it is too.
OVERALL:93%

WE'RE BACK
Not if I can help it!
OVERALL:35%

WING COMMANDER
Over-presented and under-gameplayed, Wing Commander is a rather boring flight sim.
OVERALL:62%

WING COMMANDER 2: SECRET MISSIONS
More of the same really. Still not as good as it could be.
OVERALL:64%

WORDTRIS
Not good enough to justify the price tag, but still a taxing and enjoyable puzzle game.
OVERALL:79%

WORLD HEROES
Unexciting beat 'em up that should have been a lot better.
OVERALL:69%

WORLD OF WRESTLING
A very sad day for wrestling games indeed. Avoid.
OVERALL:35%

WWF ROYAL RUMBLE
Tedious grapple battles spoil an otherwise excellent game
OVERALL:78%

XANDRA'S ADVENTURE
Doesn't look much, but Xandra's Adventure is tough, absorbing and highly playable.
OVERALL:89%

YOSHI'S COOKIE
Brilliant two-player puzzler, not so hot in single mode.
OVERALL:87%

YOSHI'S SAFARI
OK SuperScoper, but waaaaay too easy. For drainpipe diehards only.
OVERALL:77%

YOUNG MERLIN
Above average RPG that mixes game styles to varying degrees of success. A tad too frustrating in parts.
OVERALL:87%

ZELDA III
SEAL OF QUALITY
Huge, sprawling and very difficult RPG. A classic if you've got any patience whatsoever.
OVERALL:95%

ZOMBIES
SEAL OF QUALITY
Absolutely smart, though slightly spooky shooter with B-Movie references. Buy with all due haste!
OVERALL:94%

NES

ADDAMS FAMILY
Very few new ideas to be found here, but Addams Family is still quite a jolly platform jape.
OVERALL:71%

ADVENTURE ISLAND II
Wonderboy hits the NES. Mildly enjoyable but ultimately unrewarding.
OVERALL:71%

ADVENTURES OF LOLO
Intriguing isometric puzzle game. Very challenging but rather too sedate.
OVERALL:74%

AIRWOLF
Unoriginal and uninspiring, but a pretty solid blast all the same.
OVERALL:75%

ALFRED CHICKEN
SEAL OF QUALITY
Cockerel with attitude, Alfred, makes his NES debut in this fine conversion of the Game Boy classic.
OVERALL:91%

ALIEN3
Atmospheric and generally brilliant platform shoot 'em up.
OVERALL:84%

BAD DUDES
Too slow, too slow and too badly programmed to be of any interest at all.
OVERALL:39%

BALLOON FIGHT
Great fun at first, especially in two-player mode, but the appeal quickly wanes.
OVERALL:74%

BART VS THE WORLD
A dodgy and bland game. V poor.
OVERALL:35%

BATMAN
SEAL OF QUALITY
Incredible graphics and sound back up a long, challenging and highly enjoyable title.
OVERALL:92%

BATMAN II: RETURN OF THE JOKER
Looks great, sounds great, reasonably original, and very challenging.
OVERALL:83%

BATMAN RETURNS
Not bad Double Dragon-type beat 'em up which gets better further in, but still isn't earth-shattering.
OVERALL:74%

BATTLE OF OLYMPUS
Solve those puzzles! Play that role! Not as good as Zelda 2!
OVERALL:79%

BATTLETOADS
SEAL OF QUALITY
Long, arduous and taxing beat 'em up/platform game from Rare. Great fun, especially in two-player mode.
OVERALL:91%

BATTLETOADS DOUBLE DRAGON
Involving beat 'em up with plenty on the variety front.
OVERALL:82%

BASEBALL
Slow, unresponsive and lacking in all those stats and things baseball fans like.
OVERALL:60%

BAYOU BILLY
Three-in-one type affair here, with a light gun level too. Good fun, but not essential.
OVERALL:79%

BIONIC COMMANDO
One of the hardest NES games ever ever. Good fun, but the difficulty level could put some players off.
OVERALL:81%

BLACK MANTA
Poor graphics disguise a varied and very playable game.
OVERALL:80%

BLADES OF STEEL
Ice Hockey sim with obligatory beat 'em up section. Good fun for single players, but best in 2-up mode.
OVERALL:85%

BLASTER MASTER
SEAL OF QUALITY
Blaster Master might be old, but it's still absolutely incredible. Great graphics, and heaps of variety. Essential purchase.
OVERALL:91%

BLUES BROTHERS
Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.
OVERALL:40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL:88%

BOULDERDASH
SEAL OF QUALITY
Fantastic fast-paced puzzle game which really stands the test of time.
OVERALL:90%

A BOY AND HIS BLOB
SEAL OF QUALITY
Imaginative mix of platform and puzzling action which is dead good.
OVERALL:91%

BUBBLE BOBBLE
Superb conversion of the ultra-cute bubble-blowing flick screen platform coin-op.
OVERALL:89%

BUBBLE BOBBLE 2
Bubble Bobble with baubles on.
OVERALL:84%

BUCKY O' HARE
No originalityo, Bucky isn't a terrible game but offers nothing new.
OVERALL:72%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
An absolute heap of cack.
OVERALL:35%

BURAI FIGHTER
A decent enough blaster with plenty of death and a bit of a challenge.
OVERALL:79%

CALIFORNIA GAMES
SEAL OF QUALITY
Pointless in one-player mode (there's no competitive 1-Up option) but great fun
OVERALL:91%

CAPTAIN PLANET
Shoot 'em up/platform type game which, sadly, is far too cumbersome to be enjoyable.
OVERALL:56%

CAPTAIN SKYHAWK
SEAL OF QUALITY
Smart isometric shoot 'em up from those lovely chaps at Rare.
OVERALL:90%

CASTLEVANIA
Playable enough platform game superceded by its sequel.
OVERALL:80%

CLU-CLU LAND
Bizarre Pac Man clone. Initially good fun, but severely limited long-term appeal.
OVERALL:62%

COBRA TRIANGLE
SEAL OF QUALITY
Isometrics a-go-go in Rare's boat racing shoot 'em up affair. Loads of levels and it's none too easy.
OVERALL:94%

CRACKOUT
Aaaaaarrrgh! Hideous Breakout clone. Utter pants.
OVERALL:21%

DARKWING DUCK
Stylish and challenging platformer.
OVERALL:85%

DAYS OF THUNDER
Alright, if lacking in variety, graphics but the action in this 3D racer is slow, tedious and chundersome.
OVERALL:39%

DEFENDER OF THE CROWN
Take a time warp in this mediaeval strategy game - back to the Land Before Gameplay. Not very good even if you like this sort of thing.
OVERALL:59%

DEFENDERS OF DYNATRON CITY
"Wacky" license, "cacky" game.
OVERALL:36%

DIGGER T ROCK
Action-packed arcade puzzler with decent graphics and oodles of gameplay.
OVERALL:89%

DONKEY KONG
Poor old Mr Kong is getting on a bit, and the simplicity of this pensionable title really shows it.
OVERALL:45%

DONKEY KONG JUNIOR
Four screens of yawns. There's not enough here to justify purchase.
OVERALL:46%

DOUBLE DRAGON
Not bad conversion of the legendary coin-op. Looking a bit dated, but still not bad.
OVERALL:75%

DOUBLE DRAGON II
A big improvement over the original title, Double Dragon II is heartily recommended to beat 'em up fans.
OVERALL:84%

DOUBLE DRAGON III
Loads of options and ideas, but it's too slow and ridiculously frustrating.
OVERALL:65%

DOUBLE DRIBBLE
Slightly confused perspective, but still has enough action to satisfy most basketball fans.
OVERALL:70%

DRAGON'S LAIR
Grinks! Do not even approach this travesty.
OVERALL:21%

DR MARIO
A bit too close to Tetris for comfort, but this is still a fun puzzle game.
OVERALL:88%

DROP ZONE
Feeble graphics but the gameplay is surprisingly fresh for this new conversion of an ancient coin-op.
OVERALL:87%

DUCK HUNT
Testimony to the righteous demise of the Zapper light gun, this is not very good indeed.
OVERALL:57%

DUCK TALES
SEAL OF QUALITY
Another golden oldie platform jape from those chaps at Disney.
OVERALL:90%

ELITE
SEAL OF QUALITY
Accomplished conversion of the classic trade 'em up then shoot 'em up legend.
OVERALL:91%

EXCITEBIKE
Nippy scrolling and courses drenched in laughs make this worthy of inspection.
OVERALL:84%

FELIX THE CAT
Good platform game let down by daft easiness setting. Good one for younger players, though.
OVERALL:71%

FESTER'S QUEST
Tedious scrollaround "adventure."
OVERALL:58%

FAXANADU
Plenty of depth but little action or excitement in this RPG-type affair. Try it if you're affair something different.
OVERALL:79%

FOUR-PLAYER TENNIS
Absolute steaming pile of old pants. Wobbly graphics, terrible sound, no moves, godawful collision detection and almost no response to the controls.
OVERALL:27%

GALAXY 5000
SEAL OF QUALITY
It's from Rare! It's an isometric race game! It's dead brill!
OVERALL:91%

GAUNTLET II
SEAL OF QUALITY
Smart maze-cum-shooting extravaganza which is well worth a look.
OVERALL:90%

GHOSTBUSTERS II
A variety of sub-levels make up this game. Sadly, none of them are much cop, and the graphics are trolleys.
OVERALL:57%

GHOSTS 'N' GOBLINS
Dodgy responses, frustrating gameplay and bad graphics.
OVERALL:55%

GOAL!
Terrible, terrible soccer mockery.
OVERALL:33%

GODZILLA
Ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.
OVERALL:41%

GOLF
Arcadey golfing sim recommended to fans of the sport.
OVERALL:76%

GRADIUS
SEAL OF QUALITY
Offers nothing new, but is spectacularly executed. Priority blasting purchase.
OVERALL:90%

GREMLINS II
Yet another good example of a Nintendo scrollalong shoot 'em up, available at budget price in some stores.
OVERALL:87%

GUMSHOE
This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.
OVERALL:68%

GUNSMOKE
Not bad conversion of the (very) old Wild West coin-op. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.
OVERALL:69%

HIGH SPEED
Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.
OVERALL:82%

HOGAN'S ALLEY
Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.
OVERALL:60%

HOOK
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.
OVERALL:62%

THE HUNT FOR RED OCTOBER
Bad graphics, terrible sound, but quite good gameplay in this shoot 'em up.
OVERALL:64%

HYPER SOCCER
A reasonable football game, which still fails to generate much in the way of soccer excitement.
OVERALL:62%

ICE CLIMBER
Guide your Eskimo through the platform levels of this tedious old piece of parp.
OVERALL:58%

IKARI WARRIORS
Poor responsiveness and frustrating gameplay put the nails in the coffin of this vertical blaster.
OVERALL:48%

IRONSWORD
Very tough indeed, but this follow-up to Wizards and Warriors is also very average.
OVERALL:77%

ISOLATED WARRIOR
Fab isometric blaster somewhat spoilt by a low difficulty level.
OVERALL:80%

JURASSIC PARK
Great conversion of a great film and one of the best games for the NES in ages. Purchase.
OVERALL:88%

KICK OFF
Poor ball logic and awkward controls ruin this potentially great soccer game.
OVERALL:36%

KABUKI
SEAL OF QUALITY
One of the best, and certainly most original platform beat 'em ups on the NES.
OVERALL:90%

KID ICARUS
Not bad, but pales in comparison to more recent platform games.
OVERALL:68%

JACKIE CHAN'S ACTION KUNG-FU
SEAL OF QUALITY
Superb platform game with great graphics and loads of challenge.
OVERALL:93%

JACK NICKLAUS GOLF
Slow, jerky and bug-ridden golf sim.
OVERALL:48%

JIMMY CONNORS TENNIS
SEAL OF QUALITY
The fastest and funniest tennis game stools there is for the NES. Any serious sports fan should be out there looking for this
OVERALL:91%

KICKLE CUBICLE
Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to

complete.
OVERALL:72%

KUNG-FU
Doesn't look much, but the tough, challenging gameplay at knockdown price is quite a laugh. Worth a look for beat 'em fans.
OVERALL:72%

LIFE FORCE
SEAL OF QUALITY
Top notch two-player horizontally scrolling shoot 'em up with smart graphics.
OVERALL:92%

LEGEND OF ZELDA
Expensive RPG, but certainly worth a look for fans of the genre (© Cringy Cliches Inc).
OVERALL:86%

LEMMINGS
Good enough puzzler spoilt slightly by overly indistinct graphics.
OVERALL:85%

LITTLE NEMO
Jolly platform game which is just too darned hard for its own good.
OVERALL:79%

LOW-G MAN
Horrible graphics but excellent and innovative gameplay make this quite a jape.
OVERALL:84%

LUNAR POOL
Fun for pool fans, but a waste of time for the non-initiated.
OVERALL:75%

MACH RIDER
Laughable graphics and dull gameplay adorn this poor Roadblasters clone.
OVERALL:36%

MANIAC MANSION
Fantastic (and hilarious) icon-driven RPG. Essential providing you can afford the hefty price tag.
OVERALL:89%

MARBLE MADNESS
Not many levels, but this arcade conversion is still great fun.
OVERALL:85%

MARIO BROTHERS
Not of the Super variety, this is a single screen puzzle/platformer which is quite good, especially in two-player mode.
OVERALL:83%

MEGAMAN
SEAL OF QUALITY
First in the long-toothed platform series. Dead good, but very hard.
OVERALL:92%

MEGAMAN II
SEAL OF QUALITY
Incredibly impressive and good fun, but totally ultra-rock-doom-hard.
OVERALL:93%

MEGAMAN IV
Highly challenging quality game which is totally unoriginal.
OVERALL:81%

METAL GEAR
Samey backgrounds make this maze/shoot 'em up title confusing and dull.
OVERALL:52%

METROID
Graphically impressive with loads of original features and taxing gameplay.
OVERALL:80%

MIGHTY FINAL FIGHT
Cute looking parody of its big brother that sadly lacks the action a great beat 'em up requires.
OVERALL:77%

MIKE TYSON'S PUNCH-OUT!!
SEAL OF QUALITY
Loads of moves, opponents and challenge, this is one of those classic NES games everyone should have.
OVERALL:94%

MISSION: IMPOSSIBLE
Smart RPG/adventure overtones lift this overhead-view blaster above the norm.
OVERALL:86%

NEW ZEALAND STORY
Perfect conversion of the arcade machine, marred by being far too easy.
OVERALL:79%

NINTENDO WORLD CUP
Terrible, terrible four-player soccer game not even one player should have to suffer.
OVERALL:33%

PAPERBOY
Retarded graphics, grotesque sounds and awkward, frustrating gameplay are the norm for this title.
OVERALL:30%

PINBALL
Very old, and also very superceded by the excellent Pinbot.
OVERALL:45%

PINBOT
Excellent graphics, unbelievable sound and brilliant playability, this is one fabbo game!
OVERALL:89%

POPEYE
Simplistic and limited, Popeye carries little lasting appeal, even for younger players.
OVERALL:67%

POWERBLADE
No marks for originality, but the enjoyable and challenging gameplay make this platform shoot 'em up worth a look.
OVERALL:88%

PRINCE OF PERSIA
Controls are awkward at first, but persevere and you'll find a challenging and rewarding platform game.
OVERALL:87%

PROBOTECTOR
A fast and furious blast converted from the old Gryzor coin-op. Recommended to violence fans.
OVERALL:81%

PRO WRESTLING
Pathetic sprites, slow moving gameplay and no fun value whatsoever. Check out Tecmo Wrestling instead.
OVERALL:45%

RAD RACER
An old OutRun-style racer, but still matches up to the competition. A top game.
OVERALL:80%

RAD GRAVITY
Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL:82%

RAINBOW ISLANDS
This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL:67%

RC PRO-AM
Quite a nice isometric racer, this, but overshadowed by the sequel.
OVERALL:85%

RC PRO-AM 2
Brilliant game for up to four players, although there is a better game of this type on the market.
OVERALL:87%

RESCUE
Terrible collection of dull sub-games in this terrorist-siege-breaking exercise.
OVERALL:41%

RESCUE RANGERS
With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL:88%

ROAD BLASTERS
Far too easy - any competent player should get through it in no time. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL:48%

ROAD FIGHTER
Absolute trousers.
OVERALL:9%

ROBOCOP
Sluggish controls and very repetitive gameplay don't makes things much fun in this grotty platform game best described as the duodenum in the body of life.
OVERALL:60%

ROBOCOP 2
Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features.
OVERALL:76%

ROLLERGAMES
Fairly jolly but rather repetitive future sports simulation which could do with better visuals.
OVERALL:76%

ROBO WARRIOR
An original, but limited, slow and dull game in which you bomb your way through a series of baddie-packed screens.
OVERALL:51%

RODLAND
Simple and entertaining game for Bubble Bobble fans.
OVERALL:79%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence.
OVERALL:83%

RYGAR
The gameplay in this beat 'em up is fairly interesting but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL:70%

SECTION Z
This game is severely lacking in excitement as it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL:46%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL:84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios.
OVERALL:26%

SHADOW WARRIOR
This a great slash 'em up that's well-presented with groovy graphics and sound. Challenging and superb fun and well worth your pounds sterling.
OVERALL:89%

SILENT SERVICE
An addictive and involving submarine sim for strategically-minded NES owners.
OVERALL:87%

SIMON'S QUEST
There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL:85%

SIMPSONS: BART VS THE SPACE MUTANTS
It might not exactly be action packed, but there's enough to this platformer to make it worthwhile to even not Simpsonsites.
OVERALL:88%

SKATE OR DIE
Skate or Die is a fun game with great graphics and is highly recommended to board thrashers.
OVERALL:82%

SMASH TV
SEAL OF QUALITY
A complete, full and really excellent conversion of the ultra-violent coin-op. Death fans should rush out and purloin this immediately.
OVERALL:90%

SNAKE, RATTLE 'N' ROLL
SEAL OF QUALITY
The excellent graphics add atmosphere to the proceedings and the tough gameplay means there's weeks of play, at least, to this game.
OVERALL:94%

SNAKE'S REVENGE
Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL:49%

SOCCER
Even though this is positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL:83%

SOLAR JETMAN
SEAL OF QUALITY
Tough, addictive and great fun, Solar Jetman is a space shooting and collecting game no NES owner should be without.
OVERALL:95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. One for brain fans and no mistake.
OVERALL:83%

SOLSTICE
With its excellent forced perspective graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL:89%

SPIDER MAN AND THE RETURN OF THE SINISTER SIX
A not-bad game which is made somewhat redundant by the wealth of other games of this ilk. Still, Spiderman fans might like it.
OVERALL:70%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your opponent.
OVERALL:84%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL:54%

SUPER MARIO BROTHERS
SEAL OF QUALITY
This is the first in the Super Mario series and was originally given away with the NES machine, and it's great. Fast moving, challenging and great fun.
OVERALL:95%

SUPER MARIO BROTHERS II
SEAL OF QUALITY
Although superceded by the third Mario game, this is still a top quality purchase for platform fans.
OVERALL:96%

SUPER MARIO BROTHERS III
SEAL OF QUALITY
The game map is absolutely huge, and there's loads of sub-games and other treats to add a bit of variety. Definitely the best NES game around, and one which absolutely no NES owner should be without, really honestly this time.
OVERALL:98%

SUPER OFF-ROAD
Yet another four-player isometric race game from Rare. However, although this is okay with more than one player the repetitive nature will put single players off.
OVERALL:81%

SUPER SPIKE VOLLEYBALL
With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL:83%

STAR WARS
SEAL OF QUALITY
Possibly the hardest game available for the NES, but it's not offputting because it's just so darned enjoyable. Exciting and varied, Star Wars is an NES classic.
OVERALL:95%

SWORDS AND SERPENTS
Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL:81%

TEENAGE MUTANT HERO TURTLES
Turtles is a fun game that provides plenty of beat 'em up action, and a hint of exploration which taxes your brain too. Worth checking out.
OVERALL:86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Turtles II is a very close coin-op conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL:64%

TENNIS
Nintendo Tennis is quite playable. It's also the only Tennis game available on the NES anyway, so it's this or nothing.
OVERALL:75%

TEN-YARD FIGHT
Ten Yard Fight is a simple, but fun arcade game and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL:76%

TERMINATOR II
Five limited levels, most of which are set around a tedious platform environment. Dull and very unoriginal. For die-hard movie fans only.
OVERALL:72%

TETRIS
SEAL OF QUALITY
The control system is easy to handle, the competitive two-player option has been included and the music is pretty good too. Another belongs-in-every-collection games.
OVERALL:91%

TIGER HELI
This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. Not the greatest of shoot 'em ups.
OVERALL:65%

TINY TOONS
The graphics and sound in this platformer are great, and the gameplay fun enough to keep you at it for yonks.
OVERALL:86%

TIME LORD
This game has a great idea, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd like to see.
OVERALL:60%

TOM AND JERRY
It's a shame to see Tom and Jerry starring in an unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available.
OVERALL:78%

TOP GUN
A pretty good simulator which requires a fair bit of skill.
OVERALL:79%

TOP GUN II
Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed.
OVERALL:51%

TOTALLY RAD
Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.
OVERALL:74%

TO THE EARTH
Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.
OVERALL:80%

TURBO RACING
It's nice to see a nice fast action-filled effort like Turbo Racing. Graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.
OVERALL:80%

TRACK AND FIELD II
With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.
OVERALL:89%

TROG
Trog is a PacMan-style coin-op with nice graphics, but no amount of presentation can disguise the simplistic gameplay.
OVERALL:70%

TROJAN
This is quite a decent beat 'em up, but though the graphics are fine, the gameplay is a bit dull. Still above average though.
OVERALL:72%

URBAN CHAMPION
A dull and particularly unoriginal beat 'em up, go for Double Dragon II instead.
OVERALL:54%

WILD GUNMAN
Wild Gunman is a colourful Zapper title. It's quite good fun, but gets a bit boring after a while.
OVERALL:67%

WIZARDS AND WARRIORS
A smart-looking but pretty monotonous fantasy platform title which doesn't match up to most of the competition.
OVERALL:72%

WORLD WRESTLING
World Wrestling from Tecmo has great graphics, loads of options and corking gameplay. It's dead good.
OVERALL:84%

WRECKING CREW
A platform hammer 'em up with loads of screens and plenty of challenge.
OVERALL:81%

WWF SUPERSTARS OF WRESTLING
This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.
OVERALL:80%

XEVIOUS
The smart graphics of the coin-op are lost, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL:65%

ZELDA II: ADVENTURE OF LINK
SEAL OF QUALITY
Even non-RPG fans will flip at this superb title, and although the price tag is somewhat hefty Adventure of Link is easily worth a go.
OVERALL:94%

GAME BOY

ALFRED CHICKEN
SEAL OF QUALITY
Twelve large levels packed with secret rooms and bonus stages for Alfred's probing pecker. As brilliant as it is daft.
OVERALL:91%

ALIEN III
SEAL OF QUALITY
Excellent shooter, with exploration and puzzle elements sidling in to join the fun. Highly recommended.
OVERALL:90%

ALLEYWAY
A sad version of the ancient game, Breakout. Enough said.
OVERALL:27%

BALLOON KID
Become a balloon's best friend in this rather weird floating collect 'em up. Strange, dull, repetitive and, er, balloony.
OVERALL:51%

BART AND THE BEANSTALK
Smarter than average graphics raise this otherwise mediocre platform effort. Not bad, not brilliant.
OVERALL:76%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Help Barty escape in this multi-level platform game. An enjoyable if not overly original title.
OVERALL:85%

BART VS THE JUGGERNAUTS
A sort of Simpsons meets the Gladiators. Not bad, and it gets better as it goes along.
OVERALL:71%

BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL:75%

BATMAN
SEAL OF QUALITY
With small but nicely detailed graphics and excellent sound, this is one of the most addictive Game Boy platformers.
OVERALL:91%

BATTLETOADS
SEAL OF QUALITY
Although the graphics are fiddly, this is a great game which any self-respecting beat 'em up fan should have.
OVERALL:90%

BEST OF THE BEST
Graphics aside, one of the better Game Boy beat 'em ups, but then again that's not saying much.
OVERALL:65%

BIONIC COMMANDO
Rad enjoys a new lease on life in Capcom's revival of the arcade classic. With superb presentation and a cool factor of ten, grab it!
OVERALL:84%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive.
OVERALL:82%

BLUES BROTHERS
Yet another attempt at the Blues Brothers theme. Avoid. Avoid. Avoid.
OVERALL:53%

BOMB JACK
Hit the road, Jack! This is a tiresome conversion of a hoary old coin-op which is about as explosive as a soggy match.
OVERALL:68%

BOULDERDASH
SEAL OF QUALITY
Puzzles-a-plenty as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in.
OVERALL:90%

BOXXLE
Highly original puzzle game and recommended to people who like to use their brains rather than their joysticks.
OVERALL:83%

BUBBLE BOBBLE
SEAL OF QUALITY
Burst the bubbles, kill the meanies and move on to the next screen. Er, that's it. Fast, fun and very addictive.
OVERALL:90%

BUBBLE GHOST
Guide a bubble around an environment fraught with danger. A highly original, fun title and well worth a gander.
OVERALL:81%

COMPUTER AND VIDEO GAMES

GREAT GUY

JUST ANOTHER DAY...

Gosh, thank heavens for *CVG*, making me **look great** and enabling me to have a **brilliant life!** More drinks, girls?

You're so dreamy Great Guy. And it's all thanks to CVG!

ON THE WAY HOME...

Hmmm, the bus is a bit late today.

BUT THEN...

Yes, indeed we are.

INFIDEL! We are the **Shining Brothers of Dawn**, and we are going to **hijack** the bus and take it to, erm , somewhere completely naff!

GREAT GUY LEAPS INTO ACTION...

OH NO YOU'RE NOT!

CVG! AAIEEE!

THE NEXT DAY, AT NUMBER 10...

10

That's *right*, Mr Prime Minister

Well done, Mr Guy! And it's all due to this *CVG* magazine, I believe.

CRASH! BANG! WALLOP! ETC!

AND SO, AT MI5's SECRET SPY HQ...

Mr Guy, yet *more* crackpot terrorists are attempting to detsroy everything we stand for! As a reader of *CVG* only **you** can stop them!

Leave it to me, Mr Spy – I won't let you down!

BACK IN LONDON...

AMAZING! *How* do you do it, Great Guy?

Your problems are over, Mr Spy! The insurgents have been **wiped out!** Oh yes – *and* I've eliminated world hunger and poverty as well.

LATER, IN THE YOUTH CLUB...

It's all thanks to *CVG!*

Bog off, urchin!

Excuse me, do you come here often?

GUMPH!

Have you noticed I read *CVG*?

Oh, that's *different*, then. Can I have a wet snog?

AND SO ON...

AND THE MORAL IS...

HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

ON SALE

15th OF EVERY MONTH

BURAI FIGHTER DELUXE
Horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. Hooray!
OVERALL:83%

BURGERTIME DELUXE
Drop burger ingredients into a dish by running over them and squishing the enemy. A good laugh, but repetitive.
OVERALL:78%

CASTLEVANIA
Battle your way through four large scrolling platform landscapes. The gameplay is addictive and fun.
OVERALL:79%

CHASE HQ
The Game Boy just can't cope with the speed necessary to make this game really thrilling.
OVERALL:42%

CHESSMASTER
SEAL OF QUALITY
It's Chess and it's very, very good. In fact, it's completely brilliant. Need we say more?
OVERALL:96%

CHOPLIFTER II
SEAL OF QUALITY
Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. Highly cool and addictive.
OVERALL:92%

CRASH DUMMIES
The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste. Varied, wild and crazy!
OVERALL:86%

DARKWING DUCK
SEAL OF QUALITY
Capcom's Disney titles are always excellent and this is no exception. In fact it's one of their best! Highly ingenious!
OVERALL:91%

DIG DUG
A miner named Digby literally blows-up Pookas and Fygars with a hand pump. Bizarre, but quite a laugh nonetheless.
OVERALL:84%

DR FRANKEN
SEAL OF QUALITY
Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently, while the password system and gameplay make it a winner.
OVERALL:92%

DR FRANKEN 2
Good looking, good fun, but too easy.
OVERALL:74%

DROP ZONE
In spite of it's age, hidden beneath the humble,simplistic facade is a superb and thoroughly enjoyable game.
OVERALL:86%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills.
OVERALL:83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!
OVERALL:88%

DR MARIO
Nintendo's own Tetris clone makes it to the Game Boy, and it's great. Highly recommended to puzzle fans.
OVERALL:87%

DUCK TALES
This has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard.
OVERALL:78%

DYNA BLASTER
Place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive.
OVERALL:88%

EDD THE DUCK
A terrible platform abomination,
OVERALL:41%

F1 RACE
The first four-player Game Boy game - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-clone, and rather good.
OVERALL:88%

F-15 STRIKE EAGLE
Microprose's aging flight simulator makes the conversion over to the Game Boy quite well - a thinking man's Afterburner.
OVERALL:83%

FELIX THE CAT
Great fun, but way too easy and a bit too slow.
OVERALL:70%

FERRARI
Slickly-programmed racing game sadly let down by its laughably low difficulty setting.
OVERALL:37%

FIRE FIGHTER
Highly original and taxing title. Well worth a look.
OVERALL:81%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.
OVERALL:41%

FORTRESS OF FEAR
A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.
OVERALL:80%

GARFIELD
Original and entertaining platform-puzzle concoction.
OVERALL:84%

GARGOYLE'S QUEST
Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive.
OVERALL:80%

GAUNTLET II
A perfect mini-replica of the classic coin-op that contains all the graphics, speech and playability of the coin-op. There's even a skill two-player mode.
OVERALL:88%

GB KID
Bonking ahoy! GB Kid trounces the life out of his prehistoric foes in his first quality adventure. The only problem is that the game's easy to complete!
OVERALL:79%

GHOSTBUSTERS II
With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test you.
OVERALL:81%

GOAL
For footy game masochists only.
OVERALL:41%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?
OVERALL:88%

GREMLINS II
Once more it's platforms a go-go. Gremlins II is certainly challenging and it has some wonderful graphics and music.
OVERALL:80%

HAMMERING HARRY
SEAL OF QUALITY
Well decent little platform with some spiffy graphics and well-tuned playability. Well worth a look.
OVERALL:90%

HOME ALONE
Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Apart from that, it's rubbish.
OVERALL:38%

HOOK
Quite entertaining for a while, but there just doesn't seem to be that much to do in each level to sustain the interest.
OVERALL:66%

HUMANS
Although slow to start with, Humans proves a high standard cart let down by the most important factor: playability.
OVERALL:74%

HUNT FOR RED OCTOBER
SEAL OF QUALITY
Brilliant conversion of the Sean Connery movie, with an amazingly good two-player mode where the second player takes control of an entire fleet! Brilliant.
OVERALL:92%

HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. But beware - it's VERY hard!
OVERALL:71%

JOE & MAC: CAVEMAN NINJA
This game is one of the least inspiring platform arcade games, consequently even a spot-on conversion would fail to impress. And lo, it doesn't.
OVERALL:65%

JURASSIC PARK
Actually this isn't bad at all. Lots of novel features and large too. Give it a whirl.
OVERALL:82%

KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.
OVERALL:71%

KID DRACULA
The larger than average character design works well as Kid attempts to learn even more tricks in this platform adventure. It's too easy though. Boo!
OVERALL:77%

KIRBY'S DREAM LAND
SEAL OF QUALITY
A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you, nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available.
OVERALL:94%

KUNG-FU MASTER
This loose translation of the aging Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level.
OVERALL:17%

KWIRK
This is a puzzle game where your tomato-like hero(!) must shift oddly-shaped blocks into gaping holes to traverse mazes and reach the exit. It's fun!
OVERALL:85%

LAMBORGHINI AC
The skid marks on the racing track of life.
OVERALL:39%

LEMMINGS
Short and sweet: Lemmings on the Game Boy is a great conversion of a classic game. An enormous laugh.
OVERALL:88%

LETHAL WEAPON
A ropey little fisticuffs fest which doesn't come anywhere near the excitement of the movies. Wide berth required.
OVERALL:45%

LOONEY TUNES
SEAL OF QUALITY
The Looney Tunes star in an exciting and varied cartoon collection of shoot em ups and platform-related hilarity. Get this!
OVERALL:90%

MARBLE MADNESS
Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls. Perfectly suited to the Game Boy and long on playability.
OVERALL:87%

MAX
Max owes a lot to Bionic Commando, but still manages to add a few tricks of his own. Plenty of explosive goings on, with a high standard of gameplay elsewhere.
OVERALL:84%

McDONALDLAND
A standard fare, fast food adventure into McDonaldland. Trouble is, there are tastier treats available.
OVERALL:75%

MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.
OVERALL:62%

METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL:81%

MOTOCROSS MANIACS
Motocross has never been any weirder than in this off-road biking game! It's tricky, but good fun - especially against a computer opponent - and provides plenty of amusement for a while.
OVERALL:76%

MR DO!
Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.
OVERALL:86%

NAVY SEALS
This platform shoot 'em up is amazingly super hard, but if you're dead good it's well worth a look.
OVERALL:80%

NEMESIS
A great conversion based on the classic coin-op. It's not simple, and shoot 'em up fans should really get into the action. Go for it!
OVERALL:88%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Unrealistic Super NES conversion best not bought.
OVERALL:61%

NINTENDO WORLD CUP
This is a shambolic mockery of a clapped-out Soccer game. Avoid.
OVERALL:31%

OTHELLO
Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.
OVERALL:89%

PACMAN
PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will ever find.
OVERALL:80%

PAPERBOY
Ultra-blurry graphics, rubbish bike handling and dodgy collision. A disappointing conversion that will appeal to arcade fans only.
OVERALL:67%

PINBALL
This is so realistic you find yourself tilting your Game Boy around to try and influence where the ball goes!
OVERALL:79%

POPULOUS
Ambitious long-term game which is dead good.
OVERALL:81%

POWER PAWS
A great game which lacks real long-term staying power.
OVERALL:73%

PRINCE OF PERSIA
SEAL OF QUALITY
This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action is a winner.
OVERALL:92%

PRINCE VALIANT
An interesting concept but is neither impressive graphically nor in-depth enough to warrant priority purchase.
OVERALL:65%

QUARTH
SEAL OF QUALITY
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal.
OVERALL:90%

QIX
Similar to Volfied and a jolly little game with plenty of long-lasting appeal.
OVERALL:81%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.
OVERALL:64%

RAMPARTS
A rather insubstantial and disappointing conversion of the popular arcade strategic blast.
OVERALL:58%

RESCUE OF PRINCESS BLOBETTE
The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. Shame.
OVERALL:68%

REVENGE OF THE 'GATOR
SEAL OF QUALITY
At last there's a great pinball game on the Game Boy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect.
OVERALL:91%

ROBIN HOOD
An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.
OVERALL:88%

ROBOCOP
A good enough version, but the small graphics make things a tad tricky. A shame, because this could have been great.
OVERALL:72%

RODLAND
Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland.
OVERALL:74%

R-TYPE
Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable.
OVERALL:82%

SIDE POCKET
Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL:73%

SKATE OR DIE (TOUR DE THRASH)
Whilst this has a promising title and looks like it might be fun, the implementation is poor. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.
OVERALL:63%

SKATE OR DIE II (RAD 'N' BAD)
Super-speedy platform skate game with lots of skate-style action. If your interest in conventional platform games is waning, try this for size.
OVERALL:81%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Game Boy arcade game. An absolute must.
OVERALL:89%

SNOOPY'S MAGIC SHOW
The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL:84%

SOLAR STRIKER
After a couple of goes this blaster soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.
OVERALL:69%

SOLOMON'S KEY
Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, but sometimes the titchy graphics make it difficult to see what's going on.
OVERALL:82%

SPEEDBALL II
Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. Boo!
OVERALL:65%

SPEEDY GONZALES
Speedy and challenging. One of the best platform games on the Game Boy. Geev eet a look.
OVERALL:82%

SPIDER-MAN
Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL:85%

SPIDERMAN 2
Fiddly and disappointing platform beat 'em up.
OVERALL:79%

SPIDERMAN 3
Terrible, terrible waste of money.
OVERALL:40%

SPY vs SPY
Always good for a laugh with two players, but likely to lack the same appeal with one. Worth a look.
OVERALL:82%

STAR WARS
The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.
OVERALL:89%

SUPER HUNCHBACK
Jolly platform game starring everyone favourite deformed character. There are loads of secret screens and the action is challenging enough to keep the fans happy.
OVERALL:81%

SUPER KICK OFF
SEAL OF QUALITY
The greatest football game ever is now on the Game Boy and it's as good as could possibly be expected. Buy it.
OVERALL:93%

SUPER MARIO LAND
SEAL OF QUALITY
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it!
OVERALL:90%

SUPER MARIO LAND II
Effectively Super Mario World for the handheld, this is a stunning game, which is only let down by being too easy. There's loads to see, even more to do, and still represents a worthwhile buy.
OVERALL:87%

SUPER RC PRO-AM
Those Rare guys are at it again - converting one of their fab NES carts to the Game Boy. This time it's of the isometric-view radio controlled car racing game, and it's great.
OVERALL:87%

TAZMANIA
I'll say one thing for THQ, they're certainly consistent! Avoid this product.
OVERALL:52%

TEENAGE MUTANT NINJA TURTLES
SEAL OF QUALITY
A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.
OVERALL:90%

TEENAGE MUTANT NINJA TURTLES II
Harder than the original, with some sampled speech. Once again, Turtle fans will love this.
OVERALL:85%

TENNIS
One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot. Recommended.
OVERALL:86%

TERMINATOR 2
SEAL OF QUALITY
As film licenses go, this is one of the best. Loads of action, great graphics and sound. A fab game.
OVERALL:90%

TETRIS
SEAL OF QUALITY
Free with the UK version of the Game Boy, this puzzle game is absolutely terrific and unbelievably addictive. Still one of the best Game Boy titles yet seen.
OVERALL:95%

TITUS THE FOX
A platform game that stars a leather clad fox who is out to rescue his similarly fashion conscious vixen may sound a bit dull and tedious. It is.
OVERALL:45%

TOP RANK TENNIS
Best tennis title for the Game Boy. It's ace (ho ho).
OVERALL:89%

TRACK MEET
Thoroughly enjoyable Track and Field-type sports simulation, which can get samey after a while.
OVERALL:75%

TRAX
Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL:59%

UNIVERSAL SOLDIER
Virtually the same game as Turrican, but still a good old Game Boy blast.
OVERALL:79%

WIZARDS AND WARRIORS
Quite a jolly platform game, but unfortunately games like this are ten-a-penny.
OVERALL:78%

WWF SUPERSTARS
Great graphics and loads of moves but the tournament is far too easy to win. If you have a second player it's a great link-up game.
OVERALL:85%

YOSHI'S COOKIES
By using Mario to sell this new puzzle game, Nintendo obviously hoped we'd overlook the bland taste of Yoshi's Cookies. Good, but hardly outstanding.
OVERALL:75%

ZELDA - LINK'S AWAKENING
SEAL OF QUALITY
Phenomenal RPG at a giveaway price. Totally and completely essential.
OVERALL:94%

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Goeman 2

SCOOPTASTIC, SMATE! How's this for a bit of a red-hot, world-wide, all-rights-reserved last-minute exclusive then! Before your very eyes for the first time, we proudly bring you the utterly Exclusive Preview of Goeman 2 - just a few weeks after the UK release of the original! What you're looking at is Gambare Goeman, follow-up to Konami's world-shaking original top-rated title. As you can see, the game's looking completely and utterly brilliant, which is why we've wasted not a moment to cram it into Stop Press and tell you all about it - which is precisely what we're going to do.

GIVE 'EM SOME STICK

The Legend Of The Mystical Ninja is actually based on Japanese folklore, which passes down the story of a young thief who went around hitting people over the head with a rather large stick. Angered by this antisocial behaviour, the village elders summoned young Goeman to their presence and proceeded to castigate the lad for his behaviour. Asked whether he had anything to say before punishment was decided, he hit them over the head with a rather large stick. According to folklore, Goeman soon became a renegade, travelling far and wide across the land and hitting people over the head with a rather large stick. The feudal lords of Japan, once sworn enemies, formed a blood allegiance with the common goal of finding this head-hitting fugitive to and bringing him before the Emperor for justice to be meted. Their valiant search across hill and valley fills vast volumes of Japanese history, but eventually Goeman was captured and forced to stand trial for his crimes before the Imperial Court. Found guilty by the Jury Of Lords, the Emperor asked Goeman whether he had anything to say before sentence was passed. Goeman hit him over the head with a rather large stick. Entertaining though this may be, it's all completely made up - apart from the bit about Goeman being based on an historical Japanese thief. That bit's completely true. We were going to visit the Japanese Central Library in Tokyo to discover the full and fascinating story, but when we got there it was shut.

STICKY SITUATIONS

Well, the bit about Goeman hitting people over the head is actually true as well. He did it an awful lot in the original game, and thankfully the lad hasn't kicked the habit in this sequel. However, he has toned himself down a little and spends more time exploring his surroundings. And, er, what surroundings they are! Just like the first game, Goeman's world is full of surprises. And just like the original, it's what spurs you ever onward - because the next big laugh could be just around the corner. For instance, at one point Goeman comes across what are best described as wheeled mice with holes in their backs. When Goeman jumps inside they suddenly rev up to turbo speed, and our lad is involved in a hell-for-leather ride down the tracks trying to upset wheeled mice racing in the opposite direction. Get the picture? Oh dammit, look at the pictures!

▲ "Sorry young man, I got caught short - must have been all that Sake. Be with you in a minute, pet."

▼ Here's your chance to come up with your own witty caption to the picture below. Something about men in rabbit suits and a balding ginger guy would be nice. Answers to the usual address.

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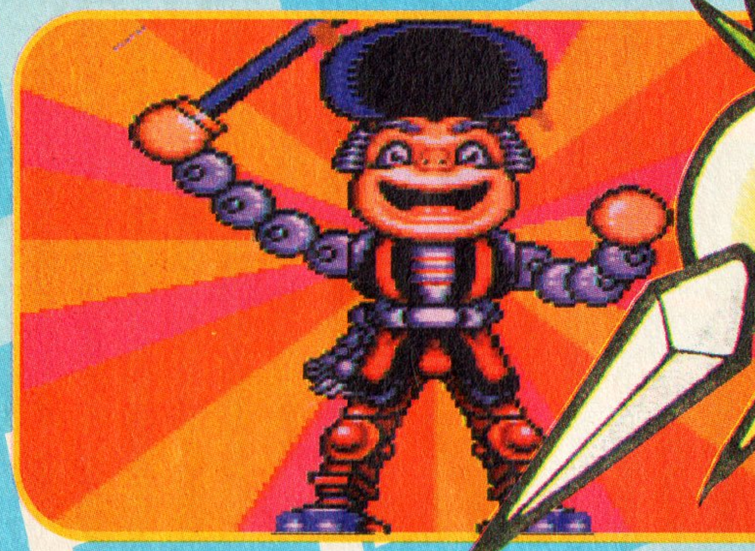
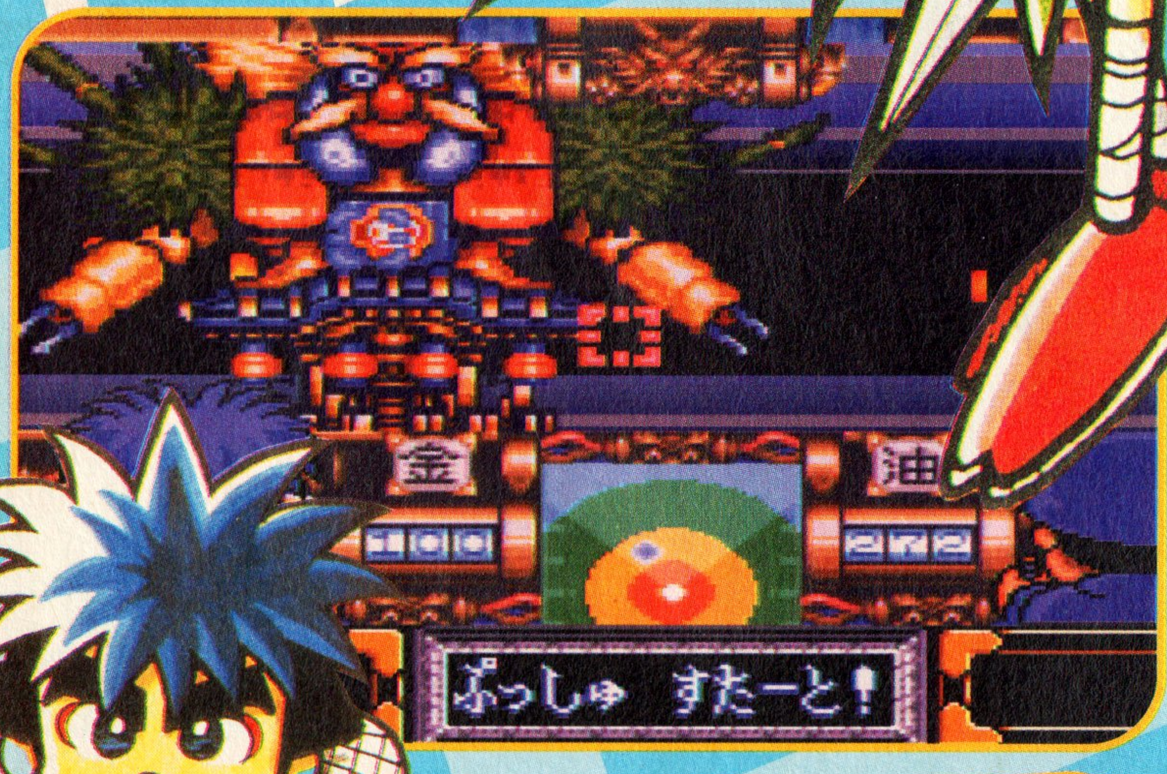
STICK 'EM UP

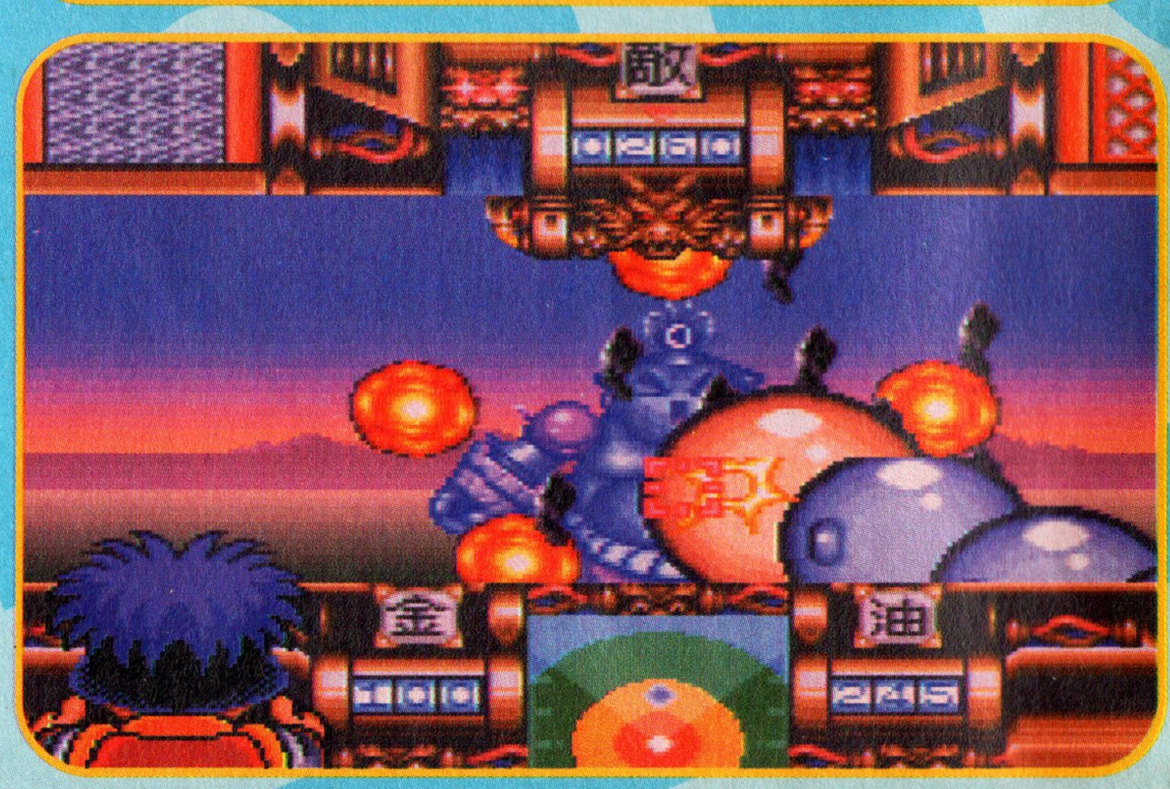
Goeman 2 allows you to choose from three characters. You can, of course, opt to play Goeman. And, of course, you could choose to be his loyal shaven-headed sidekick whose name nobody can ever remember. In this sequel, though, you can also opt to play a small robot of many hidden talents - some of them so hidden that we haven't even worked them out yet!

SLAP STICK

One of the great strengths of the game is the sheer variety of styles on offer. One of the best is achieved when you come across a robot and jump inside. Your view immediately shifts to 3D in glorious Mode 7 as a host of angry mechanoids come storming towards you and have to be punched out of the way with enormous robot fists! The effect is quite a technical achievement and a real surprise first time it happens. In fact, it's bloody great - and since mere words fail us here are some screenshots, each of which says precisely 1000 words. Enjoy yourselves, but do be aware that there are no plans to release Goeman 2 on these shores in the near future. Go get the original right now - it's a cracker!







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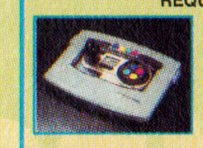

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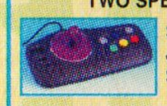

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PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: KONAMI PRICE: £74.99 MEG: 16

LET'S ENFORCE

Run for cover! The streets aren't safe! Andy's just chuffed and it's every man for himself! If that wasn't enough, the city has been overrun with villainous gun-toting, bank-robbing killers! The scene is utter chaos! People are dying everywhere! Andy's winding up for another one! Seriously, though: the city's in big trouble. Hordes of ne'er do well varmints armed with all sorts of heavy duty weaponry are running riot, looting and pillaging wherever they please. It's complete social breakdown where the law is laughed at and only the most brutal survive.

But one man stands between mayhem and complete disaster. Alone on the street, defending justice and protecting the innocent is one rookie Chicago policeman - and that's you. Luckily you don't just have a wimpy truncheon to keep you company - you're armed with The Justifier .44 Magnum. As holder of this most illustrious of hand-guns, you alone are sent to face the homicidal hordes ripping apart the city. And the body count had better be big, or it's all over for law and order.

BUDABUDABUDA

If you've been hiding under a rock, you won't know that this is the Super Nintendo conversion of Konami's rockin' rollin' rootin' tootin shoot 'em up which comes in a dual player cabinet and features lots (and lots) of violence. The arcader featured two Justifiers chained to the machine, but now you get one packaged with the game - which explains that hefty price tag. And before you ask, no you can't use the Justifier with other light gun games.

▲ Don't nobody try nothing cute or the civilian gets deodorised.

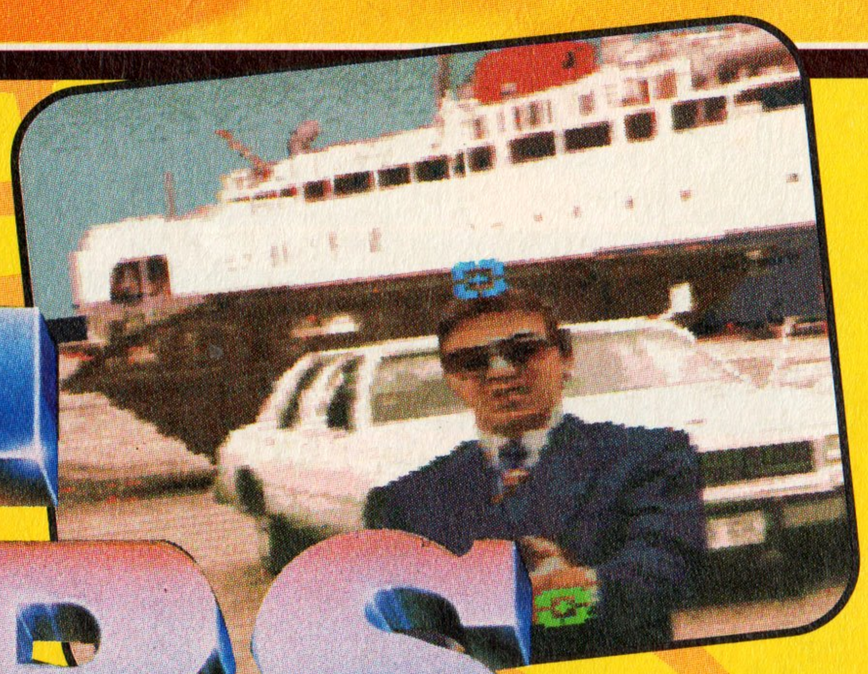
BANGBANG-BANG

Remember the Operation Wolf coin-op? Lethal Enforcers is a similar type of game: point the gun at the screen and shoot like flip. The bad guys pop up all over the place, armed with a variety of weapons, and you have to be quick to distinguish between them and innocent civvies, who have the annoying habit of getting in the way just when you're about to let rip. There are six levels to the game, including robbery and car chase scenes, but above all the emphasis is on shooting the villains - just as it should be.

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

HAL RACERS



PNEAOW! PNEAOW!

You start the game with your Justifier six-shooter, but you'd be amazed what this little baby can do when pumped with the right power-ups. Your gun can turn from magnum to 12-round automatic to assault rifle and even grenade gun! luckily there are target training sessions with which to test your skills. As you can see, the graphics are fantastic, with baddies jump-

NEXT MONTH

Can you spot the hidden message contained within the NMS stereovisionthing printed here? To read it, hold this page at arm's length with the light behind you. Try to stare through the picture and eventually our wise words should materialise in front of your eyes. If you're really sad and can't see it, we'll print the message in the next issue of NMS, which is

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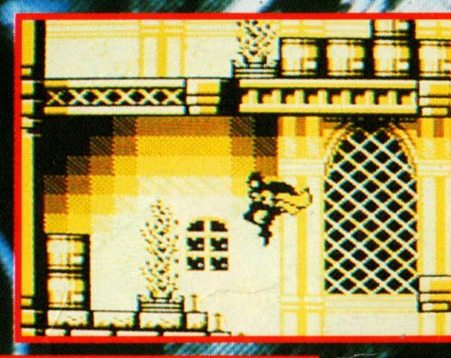
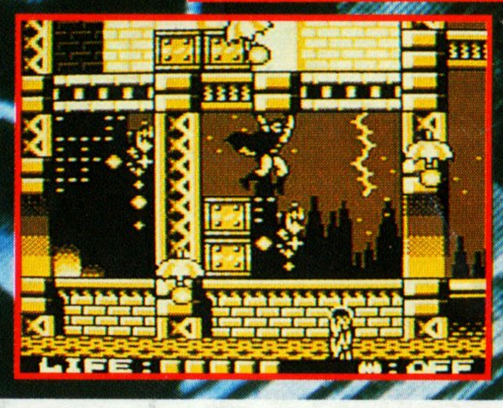
KONAMI

BATMAN
The Animated Series

THE JOKER, THE RIDDLER, THE PENGUIN, CATWOMAN, POISON IVY AND THE SCARECROW, BATMAN AND ROBIN HAVE THEIR WORK CUT OUT IF THEY'RE TO KEEP GOTHAM CITY FREE OF THESE MISERABLE MUTANTS AND THEIR DASTARDLY DEEDS.





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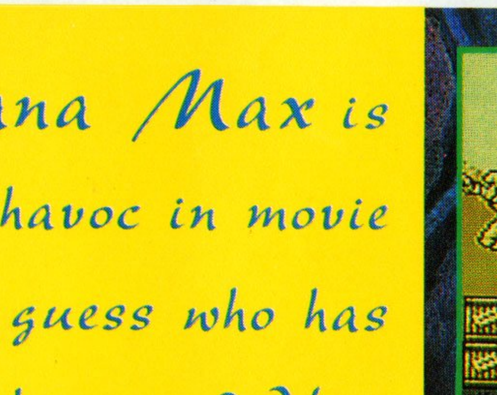
GAME BOY™

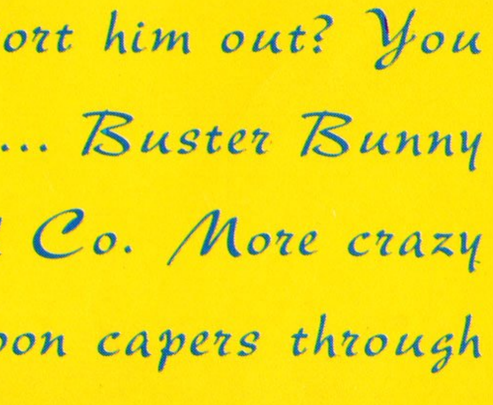
Nintendo®

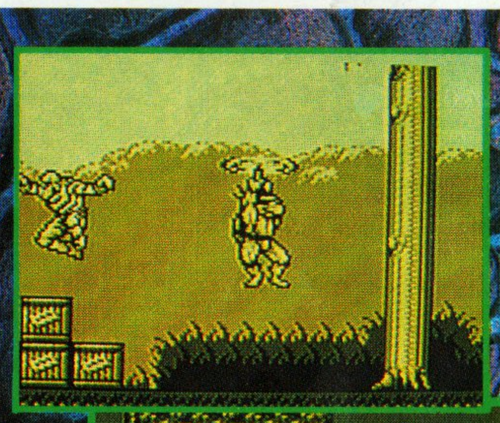
TINY TOON Adventures 2

Montana Max is causing havoc in movie land and guess who has to sort him out? You got it.... Buster Bunny and Co. More crazy cartoon capers through five levels of hilarious platform action.

MONTANA'S MOVIE MADNESS







The fearless foursome are back once more, in their latest all action beat'em up adventure for GameBoy.

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